

PRIMA'S OFFICIAL STRATEGY GUIDE

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MONSTER
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JADE
CoCoON™

STORY OF THE TAMAMAYU



CRAVE+
ENTERTAINMENT

P.d. Joyce



JADE cocoon

STORY OF THE TAMAMAYU



Prima's Official
Strategy Guide

P.d. Joyce

Prima Games

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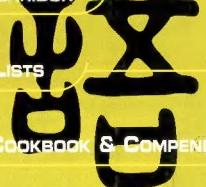
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Welcome to **Jade Cocoon: Story of the Tamamayu**

The small town of Syrus sits at the edge of a large slumbering forest that has remained both sacred and feared by the villagers since time began. The only person capable of soothing the citizens' fears is known as the Cocoon Master, a leader who has learned to tame the beasts within the forest.

But Syrus lost its Cocoon Master many years ago to the encroaching wilderness.

He disappeared without a trace....

Now, years later, on the evening of the Town Festival, Syrus is again threatened by an attacking swarm of monsters called the Locusts of the Apocalypse. The only person who can save the village now is Levant, the young son of the former Cocoon Master and heir to the legacy.

You must guide Levant on his journey through the many regions of the Sacred Forest, fighting and capturing the sorrowful Minions that inhabit them. With folktales and wise men as your resources, it's your job to save Syrus and its villagers from an uncertain fate. Are you up to the challenge?



Getting Started in Jade Cocoon

This section provides the fundamentals of Jade Cocoon's gameplay. Although this is an RPG (role-playing game), there are many features in the game that may require some time to get used to. To enter the game fully prepared and knowledgeable, take some time to read over these game basics. Now get playing, and make the Lion of Parel proud!

Controls

Although *Jade Cocoon* is an RPG, its controls are most similar to those found in 3-D adventure games such as *Resident Evil*™ or *Tomb Raider*®. Below is an overview of how to control Levant on his trips through town and the forest.

- ↑: Walk forward, scroll up in menu
- ←: Turn left
- ↔: Turn around to the left when held
- : Turn right
- ↕: Turn around to the right when held
- ↓: Step backward, scroll down in menu
- ↓: Nothing
- ×: Talk, action, select item in menu
- ▲: Run forward, or in direction pressed on D-pad, exit out of menu
- : Brings up Status menu
- : Nothing
- START: Nothing
- SELECT: Nothing
- R1: Scroll through menu pages or item purchase screens
- R2: Nothing
- L1: Talk, action, select item in menu
- L2: Run forward, or in direction pressed on D-pad

Brief Glossary

One of the unique features you'll discover in *Jade Cocoon* is the complexity of its story line and the massive amount of folklore that the game draws on. The following section will familiarize you with some of the specific names and terms used in *Jade Cocoon*.

Syrus: Levant's hometown, which sits on the border of the Sacred Forest

Riketz, Lion of Parel: Levant's father and Syrus' former Cocoon Master

Elrihm: The God of the Sacred Forest and creator of all living things

Beasts of Knowledge: Humankind

Cursed Brandings: The wound marks left on Nagi women who perform Purification for Cocoon Masters

Gehenna Pale: A former kingdom that ruled all of the land, including Syrus

Divine Barrier: The intersection found outside of Syrus where one can enter any of the four different sections of the Sacred Forest

Nagi People: Race of holy shamans who are able to Purify Cocoons and exorcise bad spirits from the Forest Minions

Onibubu: Also called the Locusts of the Apocalypse, the Onibubu spread pestilence that places humans in danger of falling into a death-like sleep



The Basics of Jade Cocoon



Getting around Town



town of Syrus. From a menu located in the lower left side of the screen, you'll have your pick of the various locations in town to do your shopping, chat with villagers, or save your game.

Depending on the time of day, you'll find the citizens of Syrus in different locations. Make sure to take the time to check the Town Shop and Blacksmith each time you return to town so you can browse their ever-changing inventories. You might find that the Town Shop carries some new items or that Yajako, the Blacksmith, has created some powerful new weapons or armor.

The following list details each of the different houses and buildings that you'll be able to visit during your trips to Syrus.

My Home: Levant's home, where you can save your game and talk to Phio, when she isn't working at the Silk Mill.



Garai's Home:

Mabhu will be able to Purify your Minions here, as well as heal your injuries. You also can speak to Garai or save your game during visits.

Blacksmith: Home and workplace of Yajako, the town

Blacksmith. Buy weapons, armor, and other equipment here. You also may run into Ada when she isn't at the Silk Mill.



In between trips to the Sacred Forest, you'll have the chance to get acquainted with all of the different townspeople who inhabit Levant's home-

town of Syrus.

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Town Shop: Run by Karlot and her son, Kupid. You'll be able to buy and sell items here.

Chief's Estate:

This building houses a sick bay for those stricken by the Onibubo's plague and Judgment Hall, where you'll find Jibara and Chieftain Grotta.



Silk Mill: The main place of work for most of Syrus' villagers. Catch up on the latest gossip from the numerous townspeople who hang out inside and outside the building during the day.



Watchtower: Lui's home and workplace. Also a great place to catch up with Kelmar.



Nam's Home: Nam's house.



Wen's Home: Wen's house.



Musa's Home: Musa's house.



Cemetery: The town graveyard where you can find Poto, the old storyteller, and occasionally catch up with Kupid.



Village Square: The main hangout of the pair of traveling minstrels, Azu and Yazu.



Exploring the Sacred Forest

When it's time to explore the different sections of the Sacred Forest, be fully prepared by stocking up on items from the Town Shop. To get to the Sacred Forest, you'll need to travel to the Divine Barrier Gate at the edge of town.



The Sacred Forest is divided into four different sections: Beetle Forest, Dragonfly Forest, Spider Forest, and Moth Forest. You can't enter any of the different areas without first receiving or finding a specific key that unlocks the entry gates that branch off of the Divine Barrier Gate. Once you can enter one of the forests, there are a few things that you should know.

Be Prepared!

The different areas of the Sacred Forest are the only places that you'll encounter Minions; therefore, make sure that you're prepared with items and equipment from town. You'll also want to empty your Cocoons by visiting Mahbu so that you'll have an ample amount of them to capture Minions.

The Hunter's Earring

Once you enter a forest, you can exit at any time by using the Hunter's Earring in your Valuables inventory. This item gives you the ability to warp back to the Divine Barrier Gate at any time except during a battle. The Hunter's Earring also works automatically to return you to the Divine Barrier Gate when you perish in battle. Fortunately, you can keep any captured Minions and items or equipment that you've collected during your journey through the forest when you use the Hunter's Earring. A wise warrior always knows when to turn back if overpowered, so use this option whenever you need to.

Warp Points

In each of the different forests, you'll undoubtedly stumble across small circular platforms at various locations. These platforms are Warp Points that work in pairs. Each forest houses a pair of Warp Points. The only way to activate them is by finding and collecting the specific Warp Key that is hidden somewhere deep inside each forest. Only then can you use the Warp Points to transport to the second platform in the forest.

The Poacher

Once you manage to journey deep into the later forests, you may stumble across a creature who proudly calls himself a Poacher. In the kingdom of Parel, Poachers are strongly disliked because they prey on the Minions of the Sacred Forest merely for profit.

When you meet the Poacher, he'll challenge you to a fight. If you defeat him, you'll be rewarded with precious items such as important keys or Great Walnuts. The Poacher is strong, but in some of the later forests you must seek him out to make progress. Just be prepared when you encounter him.



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The Basics of Jade Cocoon

The Basics of Jade Cocoon

The Minions

When Elrihm created the Sacred Forest, he also created all of the creatures who inhabit it. Among these creatures are the Minions, the peaceful monsters that once coexisted peacefully with man. Over time and with the Curse of Alcana, the Minions became increasingly hostile toward man, consumed by a sorrow that could be broken only by Purification. Levant's job as Cocoon Master is to restore peace to the Sacred Forest, thus saving his village from being consumed by it. To do this, he must explore each of the forests and resolve any encounters with the Minions that reside in them.

Fighting the Minions



The Minions freely wander the different corridors and paths of each forest, and when you get too close to one—you'll automatically be transported to a battle screen.

During each encounter, you'll be able to do several different things, including capturing or destroying your opponent.



The battle ends when you successfully destroy the opposing Minion, capture it in a Cocoon, escape from the battle, or perish. The only way to gain Capture Points and boost your level as Cocoon Master is to capture a Minion. If you destroy the Minion in battle, you won't be awarded Capture Points, but you'll still have the chance to grab any dropped items after the fight.

Unfortunately, escaping from battle in a tight squeeze gets you zilch. But it's necessary to know your limits and when you're either overpowered or overwhelmed by the enemy. Use the Escape option when necessary, but realize that you'll gain nothing by doing so, except to "live to fight another day," as the old saying goes.

If a Minion closes in on you from behind, chances are likely that it'll get the first turn in battle! Try to avoid these situations at all costs.

Status Check!

Occasionally during battle, an enemy Minion will execute a magical attack that changes the status of your character, whether you're using Levant or a Minion. Below are the different status ailments and attacks that can occur during the game and how to remedy them.

Poison



For every turn in battle that you're poisoned, you lose a certain amount of hit points. To counteract the effects of poison, have Levant use the appropriate Powder item on the affected party member.

Flesh-to-Stone



When Levant or one of your Minions is afflicted with this particularly nasty status ailment, the party member's body slowly turns to stone. Once turned to stone, the party member will expire and bow out of battle. To reverse Flesh-to-Stone, use an Ikari Powder on the specific party member. If a Minion expires over the course of the battle, use a Tendai Uyaku to revive it and completely replenish its health and Mana.

Sleep



Some Minions can cast a Sleep spell that renders a specific party member unconscious for a certain amount of turns during a battle. The only way to wake the sleeping party member is to wait until it's attacked or awake on its own. When Levant is asleep, it is impossible to summon monsters or switch members.

Death

A Death attack is one of the most difficult to pull off, but if a Minion manages to cast one on a party member, the member instantly perishes. If this happens to a Minion that is fighting for you, that Minion will automatically return to Levant's inventory and can't fight until revived with a Tendai Uyaku either during the battle or after the fight is over.

Magical vs. Physical Attacks

When battling enemies in the forest, remember that each Minion has different weaknesses and strengths. Some enemies are more resistant to Magic attacks than Physical or Special attacks, while others have strong defenses against Physical attacks and low tolerance for magic spells.

Although it's difficult to determine these characteristics when you enter a battle, pay close attention to how each attack affects your enemy. If your party member casts a magic spell and does little damage against an opponent, chances are likely that the enemy is either resistant to magic or belongs to an elemental group that isn't vulnerable to your specific attack. Try using a Physical or Special attack to defeat it. For more details on how to best match up your Minions against certain elemental groups, read the section on "The Minion Elemental System" later in this chapter.

Capturing Minions

One of the most important elements of *Jade Cocoon* is your ability to capture Minions in Cocoons during battle. You can capture practically

any Minion that wanders the Sacred Forest with the exception of bosses and special enemies, such as the Poacher.

A Death attack is one of the most difficult to pull off, but if a Minion manages to cast one on a party member, the member instantly perishes. If this happens to a Minion that is fighting for you, that Minion will automatically return to Levant's inventory and can't fight until revived with a Tendai Uyaku either during the battle or after the fight is over.



To capture a Minion, it's best to first use one of your own Minions or your weapon to weaken the enemy. Once you've inflicted a substantial amount of

damage, it's easier to capture Minions, especially if they're more powerful than you. Once you're ready to capture a Minion, all you need to do is to select the Capture option from the Battle Menu. Then, depending on the Minion's strength and your Capture Level, you can successfully capture the Minion in an empty Cocoon.



After you've captured a Minion and won the battle, you'll be awarded a certain amount of Capture Points on the following Status Screen. These Capture Points go toward advancing Levant's Capture Levels; the higher your level, the easier it is to capture less powerful Minions.



Once a Minion is encased in one of Levant's Cocoons, it's referred to in the game as a "Firefly" and can be viewed on the Status Screen. But, it can't fight for you in battle until it's Purified.

Each time you visit Mahbu or a fellow Nagi Magic practitioner, you can empty all your Cocoons of any Fireflies. It's wise to always enter or reenter a forest with the maximum amount of empty Cocoons (12).



The Basics of Jade Cocoon



Using Your Minions

Although it's necessary to fight as Levant in some of the earlier battles of the game, you'll find it increasingly difficult to rely on Levant's low attack power to win battles. Instead, it's necessary to use your Minions to fight for you.



Once Minions are Purified, you can equip up to three of them to take with you into the forests. In a battle, one Minion can be summoned to fight for you at a

time. You can then command their actions to attack, cast magic, perform a special attack, or defend. You also can switch between Levant and the two other Minions you have equipped if you decide to.

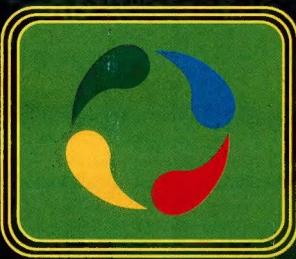
Although only Levant can be equipped with armor or weapons, Minions increase in strength and defense, as well as other stats,

by winning battles and defeating enemies. They're also endowed with inherent special attacks and magic, depending on their type and how they're Merged during sessions with Mahbu in town.

Every time a Minion defeats an enemy in a battle that is won, it gains Experience Points. Accumulate enough Experience Points and that Minion will gain a level, which boosts all of its stats. It's important to use your Minions as much as possible throughout the game so they can withstand many of the powerful bosses and enemies in later levels.



The Minion Elemental System



One of the most important features in *Jade Cocoon* is the Minion Elemental System. Similar to a "rock-paper-scissors" hierarchy, each Minion you encounter

belongs to one of four different elemental groups: Water, Fire, Air, or Earth. The above symbol represents these groups with blue for water, red for fire, yellow for air, and green for earth.

A Minion's affinity to a specific group tells a lot about it, such as what type of magic it'll wield and to what elements it is most vulnerable.

The structure of the elemental system is this: Water beats Fire, Fire beats Air, Air beats Earth, and Earth beats Water. Remembering what element counters which is the single most important fact to memorize during your numerous trips into the forest. Without this knowledge—frankly, you're toast.



It's a good idea to concentrate your monster-raising efforts on four specific Minions. Make sure that each Minion belongs to a separate elemental group, and build their levels up as much as possible. Then you can equip whichever three Minions best suit the enemies you'll face in the forest you're exploring. Sometimes you'll encounter Minions that are incompatible with the three you have equipped, and in these cases you may just have to tough it out. If your equipped Minions are strong enough, elemental affinities can fall by the wayside and victory will go to whichever Minion has more power than the other.



Nagi Magic

Throughout the history of the kingdoms of Gehenna Pale and Patel, the Nagi people have been simultaneously feared and revered for their shamanic powers. Tradition dictates that each Cocoon Master must marry a Nagi female to exploit these special powers, and Levant is no different. His marriage to Mahbu has been fated since they were children, and the couple's relationship propels much of *Jade Cocoon*'s story line, as well as its gameplay.

Mahbu



As a Nagi, Mahbu is the one of the only females in Syrus who can perform the Rite of Purification needed to cleanse the Fireflies that Levant brings back from the Sacred Forest. She also can perform other rites that help Levant on

his long journey to becoming a full-fledged Cocoon Master. Beyond caring for and storing the different Fireflies that Levant brings home, Mahbu also can replenish your health during visits to Syrus. It's a wise idea to make a habit of visiting Mahbu every time you return to town. You'll always find her waiting for you at Gara's Home in Syrus.

Purification

Whenever you capture a Minion in the forest, you must take the Firefly to Mahbu in town for it to be Purified.

What does Purification mean? It means that you'll be able to equip the Minion for trips into the forest and then summon it during a battle. Without Purification, Fireflies are merely trapped Minions and can't be used other than for Merging or Spinning into Silk.

When you speak with Mahbu and you have Fireflies in your possession, ask her to perform Nagi Magic and she'll automatically Purify the Cocoons. This makes the Minions available for you to use and frees up any used Cocoons for you to use on your next trip into the Sacred Forest.

But is there another meaning for "Purification"? Your mother, Phio, seems to think so and seeking out the true meaning of the word becomes a central part of your journey.



Merging



Mahbu and other Nagi Magic practitioners also practice "Merging" with the Minions you bring back from the forest. Merging is mixing together two different Minions to create a new Minion with abilities and stats from both.

To do this, simply choose to Merge from the Nagi Magic menu and you'll be able to pick two different Minions to use. The first Minion you choose serves as the "base," and second Minion acts as the "additive." Therefore, if you pick a Level 10 Minion as the base and a Level 15 Minion as the additive, you'll end up with a new monster that has a level higher than 10, but not higher than 16. The combined stats are shown to you on a different screen before you Merge them. This way, you can browse the new monster's stats, magic, and Special attacks, and then choose whether or not to proceed with the Merging.

This feature is very important for creating a very powerful Minion. Suppose you capture a Minion with new attacks that you'd like to give to one of the Minions already in your possession. Simply try to Merge them to see if you can assimilate the new Minion's abilities onto one that you already use. You can even blend Minions from different elemental groups to create a new breed. Merging is the only way to customize your monsters and make them more effective for fighting throughout the game, so make sure to experiment.



The Basics of Jade Cocoon

The Basics of Jade Cocoon

Spinning



Throughout *Jade Cocoon*, there's only one way to earn precious Yan for buying items and equipment because you're unable to receive any

after a fight (as you do in most RPGs). The way to earn Yan is to Spin Fireflies that you've captured in the forest.

To Spin, simply take a Firefly or captured Minion to Mahbu and choose Spin from the Nagi Magic menu. Then you can choose which Minions you'd like to Spin, and Mahbu will use the Cocoons to make certain grades of precious Silk. You can then take the Silk to the Town Shop



to sell for different quantities of Yan.

The higher the grade of Silk that's spun, the higher amount of Yan you receive when you sell it at the Town Shop.

The only real drawback to Spinning Firefly Cocoons is that you lose the Minion trapped within. Therefore, it's a wise idea to go out into the forest capturing Minions to Spin for Silk. Otherwise, you may lose a Minion if you choose to Spin them carelessly.

Mahbu's Other Abilities



Beyond Purification, Merging, and Spinning, Mahbu also allows you to view the Minions in your inventory as well as equip them for use in battle. Viewing your Minions gives you the chance to check out each monster's individual stats and physical appearance. To use this feature, simply choose the View option from the Nagi Magic menu. You'll then be able to check out the selected Minion's attacks, magic spells, or family tree. Use this option if you're interested in finding out all about the different types of Minions that wander the field or to find one that you'd like to Spin or Merge.

Equipping a Minion is also easy to do through the menu. You can equip up to three different Minions to take with you into the forest.

Items and Equipment Basics



There are three different categories of items that you buy or find in *Jade Cocoon*. Items, Equipment, and Valuables.

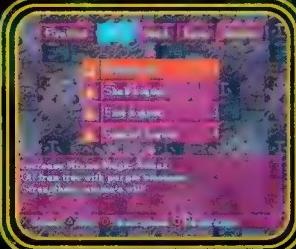
Items are one-use type of goods, while Equipment consist of weapons, armor, or other things that you can equip. Valuables are special items that can trigger events and usually remain in your inventory for the duration of the game.

As with any RPG, it's incredibly important to get a good grasp on managing items and equipment to succeed. Levant is the only character throughout the game able to equip armor or weapons, and he uses them to boost his stats, both defensive and offensive. He's also the only character who can use items on himself or his Minions. This feature in the game adds a certain amount of strategy to battle because you must always remember to switch between your Minions and Levant in order to heal and use items during a fight.



Although you'll use your Minions to do most of your combat bidding during

the game, it's important to always upgrade Levant's armor and equipment to prepare him for each new fight whenever you can afford to. Sometimes you'll have to depend on him to face tough enemies during rounds of fighting in which you must heal wounded Minions.



effective on Levant. Also, numerous items can be used only outside of battle and vice versa. Check your inventory for such items so you won't rely on using them in a tight spot, only to find out that they aren't selectable at that specific time. Nothing beats being prepared.

Whenever you purchase or find a new piece of equipment for Levant, always double check its effectiveness on the Status screen. Some armor and weaponry will greatly boost one stat at the expense of another, and it's up to you to decide whether the trade-off is worth it, depending on the types of enemies you will be facing.



Another important point to note when managing your inventory is that some items are only usable on Minions while others are only

Buying and Selling Goods



You can buy and sell goods at two locations in Syrus. The Town Shop is open for you to buy or sell items. Its inventory is always changing, and it's a good idea to constantly stop in whenever you're visiting Syrus to see if they've expanded their stock. It's also the only place in town where you can sell Silk.

The Blacksmith is where you can purchase weapons, armor, and other equipment. Yajako, the owner and sole Blacksmith in Syrus, is always increasing his inventory, much like the Town Shop, so check in from time to time to find out if he's created a new piece of equipment for you to buy. He also buys back any equipment that you may want to sell.



The Basics of Jade Cocoon



Finding Items and Armor in the Forest



During your numerous trips into the Sacred Forest, you'll stumble across many treasures just waiting to be plundered.

You can pick up anything from simple items to powerful new weapons by inspecting every corner of every single forest, so try not to miss an opportunity to wander as far into each new area as possible.

You can locate items in the forest in the form of gold keys, stone tablets, locked chests, shiny spears, or small bags. Many of the items you find in the forest aren't available for sale in the Town Shop or at the Blacksmith's, so it's always rewarding to seek them out.

The Gehenna Pale Chests and Skeleton Keys



Some of the items you discover in the forest can be collected from initially locked treasure boxes called Gehenna Pale Chests. To unlock these chests, you must find a Skeleton Key located in a separate area of the forest. Then, take the Skeleton Key back to the chest to reap the multiple goodies inside.

There's a Skeleton Key for each Gehenna Pale Chest, so never sell a key at the Town Shop unless you're willing to risk forfeiting the contents of one of the chests.

Using the Arena Battle Mode



On the starting screen for *Jade Cocoon*, you'll notice the option to participate in something called the Arena Battle Mode. What is it? If you have a friend with *Jade Cocoon* saved on their memory card, the Arena Battle Mode can serve as a great place to fight your monsters against your friend's.

First, both of you will have to have *Jade Cocoon* saved to separate memory cards with Minion data on each. When you enter the Arena Battle Mode, you can select which save, complete with Minion data, you'd like to load.



Next, you can choose which monsters you'd like to use in a no-holds-barred duel to the death...or at least until either you or your friend surrenders. You both can choose up to three different Minions to battle it out in a type of Survival Mode—which means you must wipe out all of your friend's chosen Minions to win.



The Eternal Corridor



For we, the story tellers,
will tell on tales of
your legend for
generations to come.

After you've completed *Jade Cocoon*, you'll have the option to save your game after the closing credits. If

you choose to do so and load the End Save at the title screen, you'll be able to enter a new game mode called the Eternal Corridor.



How you must pass through the
Eternal Corridor to win the game is the
Eternal Corridor!

This new game mode lets you fight new monsters and collect rare items while you battle your way through what

can be called, literally, an eternal corridor. This mode also harbors tougher Minions and new bosses that will yield interesting items that can only be used when Merging your Minions. For a more detailed explanation of the Eternal Corridor game mode, see the Secrets section.



Levant



Since birth, Levant had been well aware that at some point in his life he would have to shoulder the responsibility of being Syrus' Cocoon Master. But that time arrived sooner than anyone in town thought because his father, the Lion of Parel, disappeared during one of his journeys into the Sacred Forest.

Now, years after his father's disappearance, with the town on the verge of being enveloped by the surrounding forest, Levant must take up the Flute of Capture and wander into the dangerous monster and enemy-filled woods. During the long journey, will Levant learn of his true destiny and what it really takes to be a true Cocoon Master?

Mother Garai



An elderly woman, Mother Garai acts as Mahbu's surrogate mother. She brought Mahbu to Syrus under mysterious circumstances when Levant was a small child, and since then she has provided the town with minimal protection from the forest Minions with her Nagi magic.

Although she is able to give Levant plenty of information about the Sacred Forest, Cocoon Masters, and various other folktales, many of the townspeople eye her with great suspicion.

Mahbu



As a young girl, Mahbu was brought to Syrus by Mother Garai, a revered Nagi woman. As a Nagi female herself, Mahbu has had to endure the taunts of villagers while coming to terms with what her role in Syrus entails. Fated to be wed to Levant by tradition, Mahbu loves him deeply but resents the burdens that such rules and customs represent.

As Levant's wife, Mahbu is the only female in town who can purify the Minions captured in the forest. She also is capable of Spinning, Merging, and Purifying the Cocoons for Levant's numerous journeys, but at the cost of her own health.

Kelmar



The son of Yajako, the town Blacksmith, Kelmar has been best friends with Levant since they were children. Even in the face of many of the villagers' ridicule and distrust of Levant, Kelmar remains steadfast in his devotion to his friend. Strong and noble, Kelmar is a bit of a role model to many of the youngsters in Syrus, but will his concern for Mahbu's welfare complicate his friendship with Levant? And is it more than concern that Kelmar feels for Mahbu?

Other Citizens of Syrus

Lui

A young orphan, Lui has the responsibility of standing guard at the town's Watchtower to look out for invasion from the Sacred Forest. Quick tempered, Lui is mainly known around town for his smart mouth and angry demeanor, but he wasn't always this way. After losing his parents to the violent Minions that wander the forest paths, Lui has made it his mission to punish the creatures of the forest. His hatred and anger sometimes show in his attitude toward Levant; he refuses to believe that Levant can handle the title of Cocoon Master.

Jibara



As one of the original members of the Royal Court of the Kingdom of Gehenna Pale, Jibara is considered by the citizens of Syrus to be a wise advisor and trusted leader. While Chieftain Grotta is technically the leader of the village, Jibara skillfully oversees all of his decisions in regard to the welfare of Syrus. But Jibara remains very suspicious of Garai and the rest of the Nagi women in town. She doesn't trust them to save the village from harm and is willing to take some very drastic measures to stop the spread of the Sacred Forest and all of the Minions within.



Chieftan Grotta



A usually wise leader, Chieftain Grotta guides the direction of Syrus from his estate in town. He is beholden to the ancient ways and customs of Parel Kingdom's traditions; therefore, he loves to follow the rulebook to the last footnote and uses Jibara as his main advisor.

Azu and Yazu



A pair of traveling minstrels, Azu and Yazu have stopped at Syrus for the annual Festival of Elrihm. But they hadn't counted on dropping by on the same day as the Locusts of the Apocalypse. Whether out of morbid curiosity or concern for the villagers, the pair decide to stay in Syrus to provide support for Levant and the other citizens in town.

Phio

Levant's mother, Phio, has had to endure the taunts and ridicule of her fellow villagers-as is standard for a Nagi female. Although she can perform Purification rites, since Levant's father abandoned the town she has vowed not to perform another Purification until he returns. She provides Levant with plenty of advice concerning his father, the journey of a Cocoon Master, and the importance of love in his relationship with Mahbu.



Yajako



Father of Kelmar, Yajako is the local Blacksmith and makes weapons for Levant's numerous journeys into the Sacred Forest. Though his attitude is fliprant at times, he is a loving father to Kelmar and a devoted husband to his wife, Ada. And he can pound out a mean blade as well.

Citizens of the Forest

Koris



The only other Cocoon Master near Syrus, Koris makes his home deep in Beetle Forest. As a friend of Riketz, Levant's father, he has sworn to help Levant in any way possible. He fills in Levant on many of the details of the forest, as well as the steps necessary to becoming a great Cocoon Master. But why is he squirreled away all by his lonesome in the forest?



Birdman Kikinak



Proving the old legends to be true, Kikinak lives his feathered existence deep in the heart of Dragonfly Forest. He loves to chat with those who are tough enough to defeat him in battle and is willing to share his information about the forest and other important topics only after being defeated. Some say that Kikinak is actually an incarnation of one of the great forest spirits that served under Elrihm. Is it true?

The Yamu Family



Shaped like furry acorns, the Yamu family resides throughout the Spider Forest. Their shared love of rare and unusual items makes them incredibly voracious collectors of strange artifacts. In fact, the family's passion for material objects has earned them their greedy reputation. It's rumored that the Yamu harbor some of the most important secrets in the Sacred Forest, and they ultimately hold the key to Levant fulfilling his duties as Cocoon Master of Syrus.



Cast of Characters

The Beginning

The Festival

This guide for Jade Cocoon refers to the main character by his default name, Levant. You have the option to change his name at the starting screen at the beginning of each new game.



all the citizens of Syrus to celebrate the peaceful village life that the surrounding Sacred Forest provides them. As Levant and Mahbu ponder the adventures that lay ahead, the moment is interrupted by the intrusion of Lui, the young Watchtower guard.

As Mahbu shoos Lui off the platform, she asks Levant to meet her at the Town Square the next morning to meet the Village Guests for the Festival.

After all, it's not every day that traveling minstrels visit your small isolated village. Agree to meet Mahbu in the morning and the scene fades.

You can now wander through the darkened streets of Syrus on your own. Choose where you'd like to go from the Town Map menu—as you have several choices.



Perched upon the Watchtower platform, Levant and Mahbu gaze at the stars above. It's the night before the Festival of Elrithum, an exciting time for

exciting times for



At the Silk Mill, things are quiet. The working day is long over and the only workers who remain are an Old Woman and Pito. Both have little to say and seem to

resent your intrusion on their naps, but it's a good idea to say "hello" on your way through town.

At Nam's Home, you find both Nam and Ana settling down for the night. Upon visiting Musa's Home, you meet up with Baku, Musa, and Nina. The only other place to visit besides your own home is We'a Home. Piko, Su, and Wen are inside, preparing to call it a day.

At every residence, you learn a little more about current events in town. Although pleasant and polite, many of your neighbors express their concern over the fate of your estranged father, Riketz. His disappearance from the village when you were a child has left Syrus without a proper Cocoon Master. When you've made the rounds to each of the different villagers' homes, head home.



Once you arrive at your home (labeled on the map as "My Home"), take a moment to chat about your day with your mother, Phio. She discusses some of the different aspects

of the town with you if you choose to ask her about them. When you're ready to retire, choose to "Go to Bed" from the Speech menu. You'll prepare to rest up for the next day's Festival.



As you drift into sleep, a fog envelopes you. As the fog clears, you find yourself on a straight path leading through a strange forest. A distant voice

warns you to run away and escape, but there's nowhere to run. Is this a dream?

Along the path, you meet up with Mahbu. She runs off before you can find out what exactly is going on. Follow her along the path

until you run into Lui. After a word or two, he turns and disappears down the path as well. What's going on? You must find out! Follow Lui's lead and head down the dirt path.

After you clear a few screens, another figure awaits you on the road. This time, it's a stranger who stops you. Costumed in strange feathered garb and wearing a fierce-looking mask, this is the Dream Man. In a low, mocking tone, the Dream Man taunts you and tells you that he doubts you have what it takes to be a Cocoon Master like your father, Riketz.



At this point, the Dream Man challenges you to a fight to prove your worth as a future Cocoon Master. The screen will shift to

battle mode and you have no choice but to try to fight your way out of this nightmare! But your enemy is too strong. He even summons a Minion to fight you and the battle is over almost as soon as it starts.



The darkness lifts and you find yourself in your own bed at home. Phio, your mother, is concerned. She tells you that you cried out in your sleep. But with the daylight streaming in through the window, the nightmare is long over and you certainly don't want to miss meeting Mahbu at the Town Square for the Festival.

Before leaving, take the time to speak with your mother. If you speak with her twice, she will hand over 20 Yan as your spending allowance. When you're all set, head toward the door.



Before you can step foot outside your home, one of the villagers rushes inside. Something terrible has happened! A massive swarm of locusts is quickly moving toward

Syrus from the Sacred Forest, preparing to attack. You'll hurry to the Watchtower to get a better grasp of the situation.



The Beginning

The Beginning



When you arrive, it's almost too late. The sky has turned black from the mass of insects that

loom on the horizon. In another building in the village, the Nagi shaman, Mother Garai, is preparing to cast a protective spell, shielding the town from the threat. As her magic reaches its most powerful stage, light envelops the entire town and the scene fades.



Tradition

When things come back into focus, the game continues within Judgment Hall, inside the Chief's Estate. Gathered around the throne are three figures: Chieftain Grotta, Mother Garai, and the Chieftain's advisor, Jibara. The town has indeed been severely affected by the attacking swarm, casting many of the innocent villagers into a deep, death-like sleep from which they seem they cannot awake.



Jibara, a hoarse-throated woman who once resided over the great Alchemists of the extinct Kingdom of Gehenna Pale, chastises Mother Garai for not protecting the village better. She accuses Garai of being weak and deceptive, and not admitting the shortcomings of her magic. Chieftain Grotta interrupts and pleads for advice on saving his village.



Jibara urges him to quickly seek out the fabled Calabas Herb, a legendary restorative root that has the power to wake the sleeping villagers. The only

problem is, according to the village myths, the herb only can be found deep within the Sacred Forest, a dangerous realm only open to those who have been initiated as Cocoon Masters. The Chieftain agrees with Jibara's suggestion and quickly summons Levant to the Judgment Hall.

The only way for Levant to take his first real step toward solidifying his status as Cocoon Master is to partake in the Sacred Union, the marriage between he and a Nagi woman. The Nagi woman in question is Mahbu, and she also is called to the Chief's Estate.

The Bond

In a simple ritual, you wed Mahbu to fulfill the village customs for Cocoon Masters. Mother Garai tells you that your journey will be long and lonely, but that you and Mahbu must depend on one another in order to save the village. She also informs you of Mahbu's role as the caretaker of the Minions you must capture in the Sacred Forest.



As one of the only Nagi women in Syrus, Mahbu is the only one capable of practicing the special type of magic able to Purify the Minions, a process necessary if you want them to serve you in battle. But Purification does not come without a high cost; in exchange for the ability to Purify Minions, Mahbu has to suffer through something Mother Garai calls the "Cursed Brandings."





Pained and even psychologically destructive, the Cursed Brandings is scarring that a Nagi woman must endure to be able to dispel the curse

from each Minion. They're necessary to assist the Cocoon Master on his journeys, even at the risk of Mahbu's death. Not a pretty picture, but tradition dictates the process and neither Levant nor Mahbu can refuse.

At the end of the Sacred Union, Mother Garai gives you a special item called the Hunter's Barding. This Valuable will save you from

death by immediately transporting you out of the Sacred Forest whenever you expire in battle. You can also use it to warp out of the forest if you decide to do so on your own.



Once the Sacred Union at Judgment Hall is over, you find yourself back at the Watchtower with Mahbu. She mulls over the day's events under

the night sky and is eager to discuss how you feel, but Ixi appears to interrupt once again. Speak with him before you exit and head home.

Back at home, your mother is waiting for you. You'll have no chance to speak with her as you'll fall directly to sleep.



As you drift into sleep, the fog returns once again. Trapped in a now familiar nightmare, you confront the Dream Man for a second time. He proceeds to challenge you to a fight again—and this time he means business! But he's still much too strong and, after a few rounds, his Minions make short work of you.

The second fight against the Dream Man is still a losing battle, but you'll be pitted against a new Minion during the first round. At 29 HP, you'll go up against a Patalmel Minion that you should be able to easily knock out with your physical attacks. Unfortunately, the second Minion isn't quite such a cake walk.



As the fight ends, the Dream Man throws in a few more comments about you being too weak to face him for now. The fog will fade as you awake from the nightmare. It's time to take up your new responsibility and seek out your first mission as Syrus' Cocoon Master.



Beginning Your Journey

As you wake from your nightmare, your mother advises you to hurry to Garai's to meet with Mahbu. Heed her advice and exit your home. When you arrive at Mother Garai's, she is waiting to speak with you.



the Beetle Key from Lui at the Watchtower. This key unlocks the gate at the Divine Barrier. Only then can you set out on your journey to meet with the only other Cocoon Master near Syrus, a man named Koris, who resides deep within Beetle Forest.

Garai's Home is one of the few Save Points in Syrus. Make sure to make good use of it when you visit town.



Once the conversation with Garai is over, she hands you some very important items for your quest: the Flute of Capture, three Mugworts, and a Valerian Powder. The Flute of Capture is essential for luring Minions into empty Cocoons during your journeys. Make sure to save your game if you need to, then exit.

As you're leaving, Mahbu stops you on the front walkway. As a symbol of her concern for your safety, she gives you an heirloom that she's been carrying since she was

a child; a precious ring called the Tears of Reese. As you pick it up, the ring begins to glow—a sign that you are a true Cocoon Master. Now it's time to make your way to the Watchtower.



Lui is waiting for you inside, but he's not willing to give up the Beetle Key so easily and decides to give you a hard time instead. As Lui begins to launch into a one-sided argument over your competency as Cocoon Master, Kelmar enters the small room. Immediately jumping to your defense, Kelmar chastises Lui for delaying your journey and orders him to cease his yelling.



Once Lui quiets down, speak with him again to receive the Beetle Key. Take a second to thank Kelmar, then exit the

Watchtower with the key in hand. Once you reach the Town Map, you'll notice that a new option has opened up that allows you to pass through the Forest Exit.

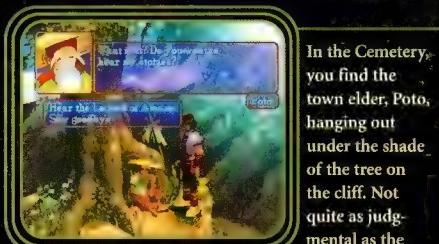




Before you make your way into the open forest, explore the rest of the town. Many new locations open up during the daytime, and there are several new townsfolk for you to talk to. It's a wise idea to stop by both the Blacksmith and Town Shop to stock up on items and to equip some new weapons and armor. You may not have enough Yari to afford all the fancy stuff, but try to pocket some extra Mugworts and a Valerian Powder or two at the very least.



You'll also notice that locations such as the Town Square and Cemetery are now accessible. Check them out and you'll meet the traveling minstrels, Azu and Yazu, at the center of the Town Square. Wise to the ways of the world and knowledgeable about many ancient customs, the minstrels are concerned about the recent events in Syrus. They both predict that the sudden appearance of the Onibubu, the Locusts of the Apocalypse, foretells some very dark days ahead.



your main source for storytelling in Syrus. His skills provide you with important information about legends

and myths that will help you a great deal during your various missions. Make sure to visit him whenever you stop into town to find out if he's got a new yarn to spin for you.

Visiting some of the other buildings in town, you discover that the locals are abuzz with gossip and speak of your newfound status as Syrus' Cocoon Master. Some of them are more doubtful than others, but all of them share the concern that you must hurry and find a cure for those of their loved ones who have fallen ill during the Onibubu attack.



When you're ready, head to the Forest Exit and prepare to begin your long journey to the Barrier Gate and beyond.

The Barrier Gate



When you leave town, you'll be greeted by none other than Lui. He seems to have changed his tune and offers to guide you to the Barrier Gate to keep you from getting lost. Apparently, he still doesn't trust you completely, but follow him and he takes you where you need to go. When you reach the opening to the Barrier Gate, he leaves you to find your way in. But, before he takes off, he tells you to use the Beetle Key on the far right gate to enter the Beetle Forest.



Inside the Barrier Gate, you find a Save Point and four different arched openings. All of them are locked, so check the far right opening. Use the Beetle Key on the small emblem on the wall and you are automatically transported to the entrance of Beetle Forest.



Beetle Forest

Forest Walkthrough

Every time that you reenter a forest, you may stumble across new Minions wandering each path. Their levels may be slightly increased and their elemental affinities will vary, but rest assured that they'll never be much tougher than they were your first time through. Use the Minion Tables at the beginning of each Forest Walkthrough as a rough guide to the types of monsters you'll encounter, but keep in mind that many factors randomly change.

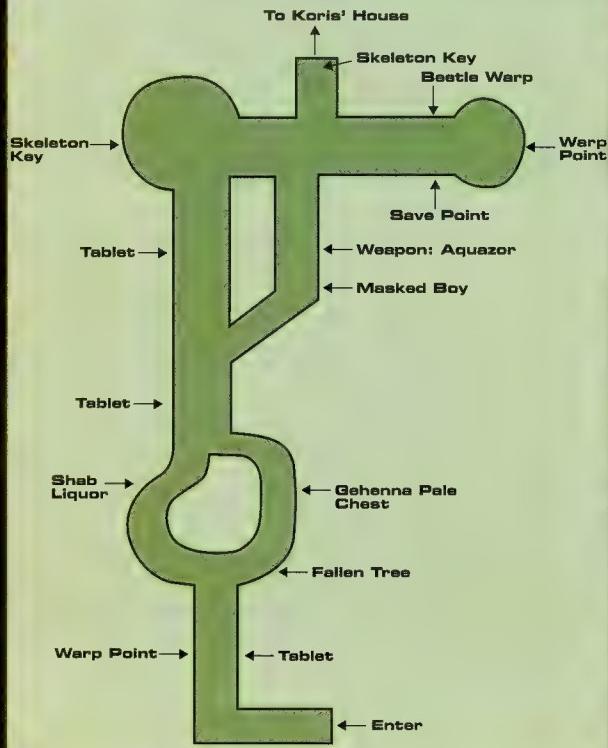
Beetle Forest

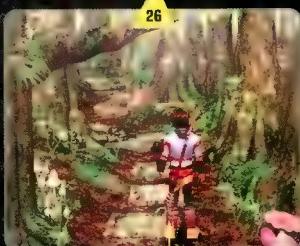
Level One Minions

Minion	Level	Element
Skawasp	1	Air
Mukhambu	1	Water
Patalchu	1	Fire
Skaeeb	1	Air
Patash	1	Fire
Skwoot	1	Air
Terfrayd	3	Earth
Marrdreg	3	Air
Nushab	1	Fire
Patimel	1	Fire

Items List

- Knowledge 1
- Knowledge 2
- Shab Liquor x 5
- Aquazor (weapon)
- Knowledge 3
- Skeleton Key x 2
- Beetle Warp
- Meta-Mugwort x 4
- Iron Headband
- Dragonfly Key





Fallen tree



Warp Point



Save Point

Knowledge 1



↑



Entrance



Beetle Forest

Beetle Forest

Knowledge 2



Shab Liquor

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Weapon:
Aquezor



Gehenna Pale Chest:
Meta Mugwort x 4
Shao Liquor x 4
Iron Headband

25

Beetle Forest

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Beetle Forest

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Knowledge 2



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Beetle Forest



Koris' Home



Save Point



Beetle Warp



26



Beetle Forest



Walkthrough



Inside the Beetle Forest, you meet the Blue Cocoon Master Koris. He's pleased to finally meet you, the son of his long-time friend, the Lion of Parel, your father. As a token of his friendship with Riketz, he offers you an earful of advice about how to survive your first trip into the Sacred Forest. Listen to him carefully and learn from his knowledge of capturing Minions, fighting enemies, and making your way through the woods.



Koris even offers to show you how to fight in a series of tutorial battles. Once the conversation has ended, though, he challenges you to find his home in the heart of Beetle Forest. Only then is he convinced of your skills and gives you the information that you're seeking. He's not about to talk about the Calabas Herb or anything else just yet. With a few last words, Koris disappears, leaving you to fend for yourself. This is where your trial truly begins.

Beetle Forest is a nice first step into the art of being a Cocoon Master. The map is fairly straightforward, and the Minions that await you remain at very low levels. The only real problem is that you have to do most of your own fighting at this point because you have no purified Minions to do your bidding for now.

Move to the next screen and you find yourself on a long path passing beneath a stone archway. Head straight along the path and onto the third screen. The road remains straight and unswerving at this point, leading straight to the top of the screen, but there are some points of interest strewn along the path.



To your immediate right is a Save Point; use it if you need to. To your left is a strange black and white Warp Point. It's not functioning at the moment because you don't seem to have the Beetle Warp. Head north and before exiting the next screen, examine the gray tablet just beyond the Save Point on the right. It's a hint called Knowledge 1. Exit the screen heading straight north.

Now things get interesting with the path splitting in two. Along the road to the right, a fallen tree blocks your passage. You can clear the foliage by pressing X.

Afterward, pass through and into a small stone temple. Inside, follow the corridor to reach an inlet with a locked Gehenna Pale Chest and a stone statue.



You can't open the chest for now without a Skeleton Key, so simply continue to the left to reach the next screen.



Make your way around the stone fixtures and Minions to completely exit the small temple by heading to the lower left of the screen.



You find yourself back on the dirt path. Head south along the path to backtrack a bit and pick up the small bag on the left side of the screen that contains a Shab Liquor. Head

back up to the previous screen and continue north along the path.



Pick up the stone tablet, Knowledge 2, sitting along the path and move forward to the next screen. You'll discover you're facing another fork in the road—opt to head straight north through the low stone arch to pass into another set of ruins. Inside, pick up the Knowledge 3 tablet, which is sitting against the small fountain-like structure. Exit the ruins by heading north through the next arch.



Follow the path until you reach a large functioning fountain surrounded by Skaebs and Skwoots. A glittering Skeleton Key lies at the base of the fountain—pick it up. Now it's time to backtrack all the way to the first small stone temple near the entrance to the forest. Because you've got the Skeleton Key, you might as well use it to reap the goodies inside the locked chest there.



When you return to the area with the chest, use the Skeleton Key to receive four Meta-Mugworts, four Shab Liquors, and an Iron Headband.

With these new items in hand, find your way back to the second fork in the road where you picked up the Knowledge 2 tablet.



This time, instead of heading north through the stone arch, head along the right path to the next screen. When you emerge on the next screen, you are suddenly stopped by a young boy dressed in a costume resembling that of the Dream Man from your nightmares! The Masked Boy demands that you fight him to continue. You have no choice but to take up his challenge.



The Masked Boy

This fight requires little prowess, which is good because it's still very early in the game. Simply use your physical attacks to whittle down the Masked Boy's hit points and use Mugworts to heal any damage you sustain. His attacks are fairly weak, and he doesn't have many hit points. Keep at him and you'll easily win the fight in a few rounds.



Beetle Forest

Beetle Forest



When you defeat the Masked Boy, he runs off with little more than a whimper, leaving the path clear for you to continue. Make sure to check out the small, circular stone hut that the Masked Boy emerged from, and you'll be rewarded with the Aquazor spear hidden inside.



splitting into three different directions. Decisions, decisions! In this case, head to the upper right of the screen, past the Minion.

Exit the stone hut and continue north along the path until you reach a crossroads,



On the new screen you find the second Warp Point in Beetle Forest and a small

bag lying at the foot of it. Pick up the contents of the bag and you'll be able to pocket the Beetle Warp for your Valuables stash. With the Beetle Warp equipped, you can now use the Warp Points to transport between the two pedestal locations.



To continue onto Koris' at this point, simply return to the three-way fork and head north onto the wide stone steps leading upward.

At the top of the steps, you discover

that you've finally found Koris' abode! Climb the short steps to the entrance and make your way inside.



Pleased with your persistence and surprised by your toughness, Koris is waiting for you, and hands you the Dragonfly Key. If you then leave his home

and return either immediately or later when you get a chance, Koris will give you information you've been waiting for. But before he chooses to tell you about the Calabas Herb, he gives you an earful of information about the mysterious Nagi people and their legacy in the land of Parel.



My duty is to hunt down the Poachers
and stop them from using Nagi magic.

He educates you about Nagi Magic and how it differs depending on the gender of the practitioner. Male Nagi magicians are forbidden to Spin Cocoons, but once in a while

they fall prey to Poachers. Poachers are ruthless hunters who merely capture Minions and enslave them for profit only. And they aren't adverse to luring Nagi into Spinning powerful and dangerous Black Cocoons, the product of Male Nagi magic.



Although you're not quite sure why Koris is telling you this information, be polite and listen to him. You have a feeling that he may know about this stuff, firsthand. But why or how? As Koris' ramblings die down, he moves the conversation more in the direction you've been waiting for.

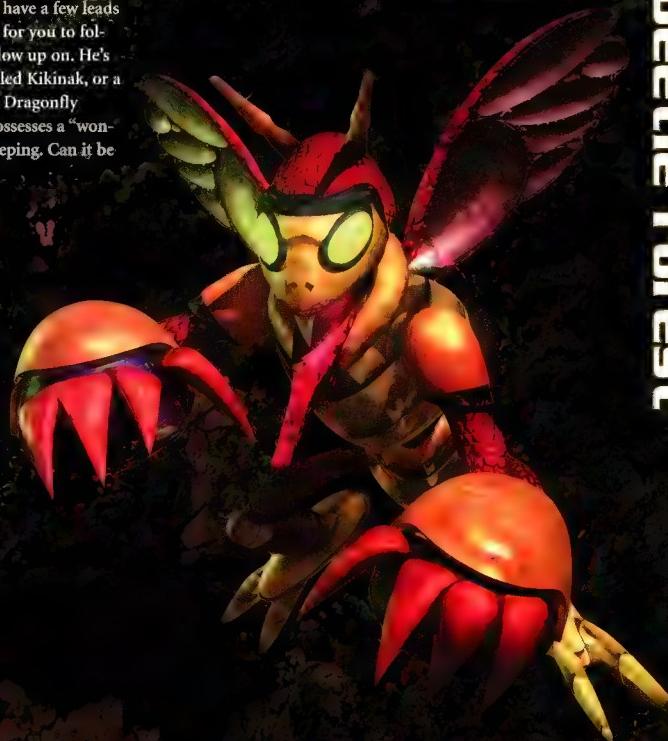


Unfortunately, he doesn't know the whereabouts of anything called the Calabas Herb, but he does have a few leads for you to follow up on. He's

heard of a folktale telling of a creature called Kikinak, or a Birdman, who is rumored to reside in the Dragonfly Forest. Legend has it that this Birdman possesses a "wondrous powder" that is said to wake the sleeping. Can it be true?



With the Dragonfly Key in hand, you are automatically transported out of the Beetle Forest and back to Mother Gara's home. Your first mission has been completed!



Dragonfly Forest

Birdman Kikinak

Once you arrive back at Mother Garai's, she'll sit you down for a brief chat. She offers to tell you the "Story of Creation" in which the Forest God Elrihm created both the Beasts of Knowledge (mankind) and the Minions within the forest. Unfortunately, she doesn't know much about the Birdman or the Dragonfly Forest and so she urges you to speak with Poto at the Cemetery. He knows several tales about what you might need to know for your trip.



Cemetery to track down Poto, who is sitting in the shade of the large tree on the hill.

After exchanging some pleasantries, Poto gladly offers to tell you the tale of the Birdman, Kikinak. Accept his offer and prepare to have your ear bent. Poto details an ancient legend in which a strong hunter heads off to the forest to fell the Divine Tree.



Along the way, the hunter grows drowsy and falls into a deep sleep, courtesy of the forest's trademark Sleep Spores. During the hunter's long slumber, a Birdman appears and uses a strange, wondrous powder to rouse the sleeping man. As the hunter regains consciousness, the Birdman challenges him to a fight and promises that he'll befriend the hunter if he wins. After having boasted of his strength to his friends and fellow villagers, the hunter ends up losing the fight and is forced to return to his home in shame.



Could this Birdman in the story be the same that Koris spoke of? Neither you nor Poto is quite sure, but Poto does remember that in all the folktales

he's heard concerning the Birdman, he's not a big fan of fire. Hmmm...it's time to exit the Cemetery and stock up for your new journey into the Sacred Forest.

After replenishing your supply of items at the Town Shop and checking on Yajako's inventory at the Blacksmith's, head for the Forest Exit. Once you pass through the exit, you're taken to a screen where you can choose your next destination. Choose to visit the Barrier Gate.

Forest Walkthrough

Make sure to equip a Fire-based Minion before you begin your trip deep into the Dragonfly Forest. Although the enemies in the forest will vary in their elemental affinity, you need all the Fire spells you can get to face off with Birdman!

Minion Table

Minion	Level	Element
Terfrayd	3	Earth
Teralco	4	Earth
Riggu	4	Earth
Marrdreg	3	Air
Ohma	4	Water
Terbeker	5	Earth
Frey	5	Fire
Maskhira	5	Air
Hiralco	4	Air
Ojiae	5	Water



Dragonfly Forest



Entrance



Items List

Kickleberry
Skeleton Key x2
Knowledge 4
Magic Usage 2
Chestnut Oil x1
Bletilla Oil x1
Tendai Uyaku x1
Secret of Killing
Agni's Seal 1x5
Agni's Seal 2x3
Silver Crown
Larva Key
Magic Usage 2
Sleep Spores x1
Calabas Powder
Spider Key
Ocarina
Dragonfly Warp

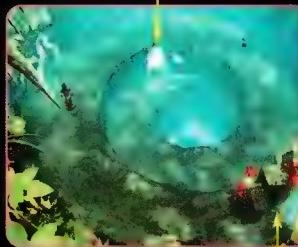
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Dragonfly Forest

Dragonfly Forest

Chest:

Chestnut Oil x 1
Bletilla Oil x 1
Tendai Uyaku x 1



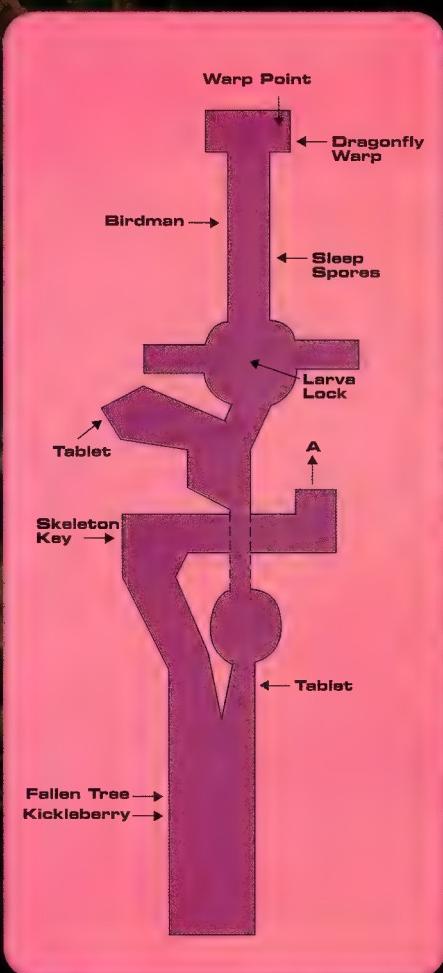
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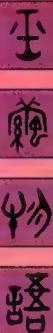
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Dragonfly Forest



Dragonfly Forest

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Poacher
Larva Key x 1
Magic Usage 2



Chest:

Agnis Seal 1 x5
Agnis Seal 2 x3
Silver Crown x1



Dragonfly Forest



Dragonfly Forest



Kamado Key

Dragonfly
Stone

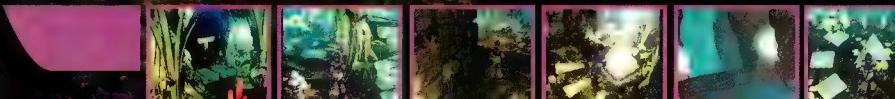
空

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Dragonfly Forest



Dragonfly Forest

Warp Point



Save Point



Sleep Spores



Birdman



Save Point



Larva Key Lock





Magic
Usage 1

37

35

Knowledge 4

Dragonfly Forest



Dragonfly Forest

Walkthrough



When you initially enter the Dragonfly Forest, you discover that it's much larger than the Beetle Forest and requires some heavy exploration. Begin

your trip by following the path straight ahead. As you near the stone arch, make sure to pick up the Kickleberry from the bag lying on the left side of the path.

Head straight through the arch and, eventually, you reach a fork in the road. To the right, you can cross a thin stone bridge, while to the left you have the choice to continue on the dirt path. For now, choose to stay on the low road and head left.



Once you reach the screen past the fork in the road, you'll find a Skeleton Key glittering at the foot of a small stone structure. Pick it up, then continue following the path. You pass

under the stone bridge and come to a dark opening leading into a set of temple ruins. Brave the dark and head inside.

The ruins consist of a string of intersecting passages, all packed with hostile Minions. Make sure you have your Mugwort and Shab Liquor ready once you get inside. Immediately in the first part of the hallway, you have a choice of whether to go straight ahead into an empty room or off to the left. Skip the room (there's nothing inside!) and follow the hallway left instead.



Next, you face a new set of paths to consider. You have to decide whether to head straight ahead, to the left, or to the right. Opt to first head right and you enter a new

hallway. Follow the corridor and you find two openings along the path.

The first opening leads into a small room with a Gehenna Pale Chest inside. Using a Skeleton Key, go ahead and unlock it to claim Agni's Seal 2 x3, Agni's Seal 1

x5, and a Silver Crown. The Agni's Seals should provide you with some good ammo if you happen to fight an Air-based creature, so pack them away for now. Exit the small room and continue to the second opening in the short hall.



Once you pass through the second opening, follow the path until you reach the fork in the road. Either path you take leads to the same small tent along the cliff on the

opposite side. There's a strange-looking man kneeling inside the tent. He doesn't look too inviting, but he's the first person you've run across in the Dragonfly Forest, so perhaps he has some advice for you as to the whereabouts of Kikinak, the Birdman. Prepare yourself and approach the man for a chat.



After you fight the Poacher, he runs off, leaving his tent wide open to exploration. You automatically receive the Larva Key, although you're not quite sure what it's good for just yet. Take the time to examine the pile of goods inside and you discover a tablet titled Magic Usage 2, as well. Follow the path back all the way around and back to the short hall.

The Poacher
Recommended Level of Minions: 6
Reward: Great Walnut x 1, Larva Key x 1



This first fight with the Poacher can be fairly tough. If you're quick enough, you can get a few swipes in at him before he summons a Minion in the second

round. Summon one of your own Minions to take over the fight as soon as possible. The Poacher uses a Fire-based Minion, therefore you should counter his attack with a Water-based Minion of your own. Once you defeat the Minion, it's time to whittle down the hit points of the Poacher himself. His attacks are all physical hits, but he may be able to squeeze in two hits per

round if your Minion isn't quick enough. Simply keep using your most powerful attacks to defeat him.

Head through the hallway to reach the corridor where you initially entered the ruins. Now it's time to explore the two other openings branching off to the left and straight ahead. To the left, you find a short set of steps leading down into a small cul-de-sac. You also find a second Gehenna Pale Chest, but you don't have another Skeleton Key, so you have no choice but to pass on it for now.



Head back up the steps and into the main corridor, then move straight ahead and down the length of the hall. You find you've stepped out onto a large outer spiral walkway. Fight your way down to the foot of the path and through the doorway there.

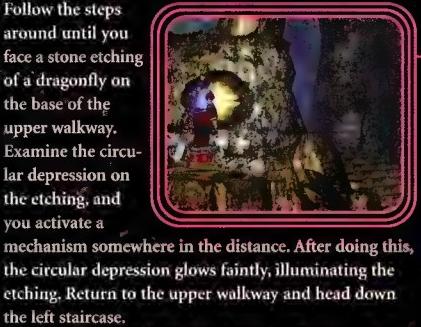
Dragonfly Forest



Dragonfly Forest



Head down the path leading to the far right cave and enter it. Inside, examine the second stone dragonfly etching against the far wall. The etching lights up, indicating that you've activated something in the distance. Exit the small cave and head down the center path to reach the middle cave.



Follow the steps around until you face a stone etching of a dragonfly on the base of the upper walkway. Examine the circular depression on the etching, and you activate a mechanism somewhere in the distance. After doing this, the circular depression glows faintly, illuminating the etching. Return to the upper walkway and head down the left staircase.

Follow the path all the way down until you reach a roughly hewn stone bridge that crosses the small lake inside the cave. Walk across the bridge and you'll eventually encounter a three-way split that leads to three separate caves.



a small stone walkway jutting out into a stream of light. In the center of the stone walkway, collect the second Skeleton Key, then head down the stairs on the right side of the screen.

Inside, you enter the deepest part of the caves in Dragonfly Forest. Follow the steps down until you reach a section of the map with two staircases descending on either side of



Once you enter the middle cave, you'll notice a Save Point. Use it if you so choose, and then take a moment to investigate the pile of glittering goodies lying along the

small pond inside the cave. There's a stone tablet entitled the Secret of Killing, but before you can examine it for its worth, you're interrupted.

Behind you, a winged figure appears and speaks out to you. It's Kikinak! But before you can introduce yourself, Kikinak demands that you return the tablet to him. He claims that it's his and you'd do best not to take things that don't belong to you. You automatically obey his orders and return the tablet to him, shortly before he retreats to the skies. Where did he go? It's no use waiting around for him to return, so exit the cave and head back out to the three-way split.



There's only one more cave to check, so head through the far left opening to enter a new area. Inside, pass through the small circular room and you exit back into the forest. The only real point of interest in this cul-de-sac of the forest is a Warp Point! Unfortunately, you have yet to find the Dragonfly Warp that activates it, so exit the cave instead.

Now it's time to backtrack all the way to the main corridor of the ruins above ground. Once you've made your way up the spiral walkway and back to the ruins above ground, trace your steps to the locked Gehenna Pale Chest at the foot of the short steps leading left off the main corridor.



Inside the room, you pick up some interesting items including Chestnut Oil x1, Bletilla Oil x1, and Tendai Uyaku x1. All of these items can be used to beef up your Minions, so don't pass them up! Now,

follow the main corridor all the way back to the entrance to the ruins and find your way to the stone bridge outside.

It's time to explore what lies beyond the stone bridge. Follow it across, taking care to pick up the Knowledge 4 tablet along the way, until you reach the short steps leading down from it.



Continue along the path to reach a screen that leads off to the left and straight ahead. Opt to head left and pick up the Magic Usage 1 tablet lying in the small cul-de-sac. You also want to examine the dragonfly etching

positioned behind the spot where you picked up the Magic Usage 1 tablet. Click the circular depression on the etching and you hear the familiar rumble of something far off being activated. Exit the cul-de-sac and head straight ahead to the upper part of the screen.



You're now in the center of a small courtyard that branches off in four different directions. Examine the small stone fixture in the middle of the area and you discover a strange keyhole. Use the Larva Key to turn the lock and the large stone double doors leading north slide open.

Before you go rushing through the double doors, take the time to examine the dead-end areas branching to the left and right. There aren't any items to be had, but the more familiar you are with the terrain, the better off you'll be later in the game. Now it's time to head through the large doorway to the north of the small courtyard.

Once you pass through, you can record your game at the Save Point past the open gate. Follow the path into a new section of the forest—one covered with snow! The whiteness of the snow is in definite contrast to the lush vegetation of the rest of the forest, but you must press on.



Once you reach the center screen of the snow-covered area, notice the small bag lying along the right side of the path. Go ahead and pick it up to discover that you've pocketed a small quantity of the fabled Sleep Spores. But once you realize your find, Kikinak swoops down for yet another visit! He demands that you challenge him in a fight and promises that if you win, he'll be your friend. Some introduction! It's time to fight!



Dragonfly Forest

Dragonfly Forest

Fighting Birdman

Recommended Level of Minions: 8
Reward: Great Walnut x 1



Remember what Poto told you back in Syrus? That little bit about the Birdman being allergic to fire? Well, this hint comes into play during the fight against Kikinak. Make sure that you summon a tough Fire-based Minion into the battle to counter Kikinak's powerful Air-based spells and physical attacks. In fact, Kikinak is so quick that he gets two attacks in per round for the majority of the fight. Therefore, it's a wise idea to strategically time your healing rounds to avoid letting one of the Minions get knocked out. Command your Minions to use Special Attacks as well as Magic spells, and Kikinak should go down easily within several turns.



Once the battle against Kikinak is over, he makes good on his promise to you about being friends. Impressed with your strength, he reveals that you're only the second Cocoon Master that he's had the chance to meet in the Dragonfly Forest and marvels over the power of your kind. He then gives you a chance to ask him about several different topics including the Calabas Herb and the *other* Cocoon Master that has visited him.



Ask him first about the Calabas Herb, and he confesses that he doesn't know much about it. Apparently, Kikinak has only come into possession

of any Calabas Herbs through his acquaintance with his neighbors in the nearby Spider Forest. He mentions that you should probably speak with the Yamu family in Spider Forest to obtain any more Calabas than what Kikinak has stashed away. But he warns you that the Yamus are a greedy lot, who will most likely give away Calabas Herbs and information only in exchange for rare and unusual items.



After telling you about the Spider Forest, Kikinak hands over what he has: a small portion of Calabas and the Calabas Key. You can then ask him about the other Cocoon Master that he mentioned earlier. He's surprised that you don't know who he's talking about and reveals the second Cocoon Master's name to be Kelmar! What??!



Kikinak claims that he's visited regularly by Kelmar and that he's heard great things from him about you. He knows that you're best friends with Kelmar and claims to think very highly of the both of you. Once the conversation is over, choose to say goodbye to the Birdman and he hands you a special Ocarina.

As he gives you the instrument, he tells you that anytime you want to visit him, simply return to this neck of the woods and use the Ocarina. Only then will he reveal more of his own past as the guardian of the Dragonfly Forest. His offer sounds very intriguing, but before you can get a word in edgewise, Kikinak takes flight once again and leaves you alone on the forest path.

As the scene fades, you automatically exit the Dragonfly Forest and head straight for Mother Garai's to report your latest findings about the Calabas Herb.



After speaking with Mother Garai, make sure to return to Dragonfly Forest and to the spot where you battled against Kikinak. Now that he's gone, you can follow the path straight ahead to a new area that contains the second Dragonfly Warp Point, as well as the Dragonfly Warp that sits in a small bag at the warp point's base.



Dragonfly Forest

Spider Forest

The Sage of the Forest



Once you arrive at Mother Garai's, she asks you what you learned from visiting the Dragonfly Forest. Choose to show her the Calabas Powder that you received from Kikinak and she urges you to meet with the Chieftain to report your findings.

The fact that you have the powder proves the existence of the fabled Calabas Herb, but unfortunately the amount that you have isn't enough to save the entire village.

After listening to your tale about meeting with the Birdman, she agrees that it's now very important for you to head to the Spider Forest after meeting with the Chieftain.



Ask Garai about the "Forest Man." At the mere mention, Garai's eyes grow wide, and she warns you that not all spirits of the forest are as

accommodating as Kikinak or Koris. She mentions that there was a fallen spirit called Mamon in Nagi legends who was once an agent of Elrihm, but grew too greedy.

Because of Mamon's greed, Elrihm grew angry and transformed him into a fearful monster. After that, Mamon was commanded to guard the Divine Tree for eternity as punishment. Garai feels that the Yamus are

indeed the incarnation of Mamon and warns you to proceed with utmost caution when you enter Spider Forest. She also assumes that if the Yamus represent Mamon, then Kikinak is an incarnation of the Nagi divine spirit called Amos. Amos is marked as the fallen spirit who "indulged in lust" and grew infatuated with humankind, much to the dislike of Elrihm.



At the end of your conversation with Garai, she recommends that you speak with Poto at the Cemetery to learn more about the ancient legends

that she speaks of. But, before you exit the small hut, make sure to speak with Mahbu and unload your Fireflies. It's also a wise idea to use the Save Point to record your progress.



You may notice that Mahbu's portrait above her text box has changed. She's showing signs of the Cursed Brandings that Garai mentioned to you during the Sacred Union. Are the Purifications that she's been performing for you affecting her this much?



When you see Mahbu, she asks if you have a minute to speak with her privately. She's worried that Mother Garai will overhear your

conversation and requests that you meet her at the Watch Tower. Her current condition worries you, so agree to speak with her.

Once you arrive at the Watchtower, Mahbu fumbles for words to say what she is thinking. She offers to talk about a few different topics ranging from how she's doing to your mother to her concerns about your father.



Ask her about her condition and she reveals her feelings for you. She cares for you deeply, but is struggling with the heavy responsibilities that she has been given as a Nagi female in Syrus. There are so many rules and customs and traditions that bind her relationship to you and she worries that things are changing too much. She longs for the days when you and she would talk for hours about life, and is upset that your relationship is suffering from the changes.

When you ask her about Phio, your mother, she apologizes for sounding harsh and proceeds to tell you her true feelings about Phio. Apparently, since you've become Cocoon Master, your mother has been frequenting Garai's and attempting to lend Mahbu advice. While Mahbu understands Phio's concerns, she feels resentment toward her because she doesn't understand how your mother withheld the torture of being abandoned by your father. All the pain and suffering that Nagi women endure during Purification, and the devotion they pledge to their husbands seem wasted in Phio's case. Mahbu refuses to live like Phio, but wants you to fulfill your duty to the village. She sternly warns you that you had better not abandon her!



As for your father, Riketz, Mahbu has some very serious notions about him. She has heard only good things about Riketz, but can't forgive him for what he did to Phio. She then asks you to stay by her side throughout the ordeal.

When the conversation with Mahbu ends, she thanks you for hearing her out and hands you one of her precious items: a Nagi Belt. You now understand your wife a little better and as the scene fades, you also understand your duty to both her and the village.



Around town, you learn that the tide has turned against you and Mahbu. At the Silk Mill, the women inside whisper about the Cursed

Brandings that Mahbu has shown of late. They discuss the consequences of Purification and throw around ideas about how the rite is indeed an exorcising of evil from Minions. They say that the Nagi magicians are rumored to take the evil into their own bodies, running the risk of going mad themselves. Is this true?

At some of the other locations in town, the villagers rudely refuse to speak with you and blame you for the illness that has plagued the town. Take a trip to the Cemetery to speak with Poto and to escape the persecution.



Spider Forest

Spider Forest



When you arrive at the Cemetery, you notice that Karlot's son, Kupid is loitering amongst the tombstones. Take a moment to speak with him

and you find that he's one of your only supporters left in the village. His kind words of encouragement are a nice respite from the negativity that you've been encountering around Syrus. When you take leave of Kupid, head over to the cliff to speak with Poto.

Waving off the gossip around town, Poto is also very kind in his support of you and Mahbu. Ask him about the Forest Man and he retells the long Nagi legend about Mamon and his fall from grace. As his tale comes to an end, it's time to prepare for your long journey into the Spider Forest to meet with the Yamu family.



Spider Forest



Forest Walkthrough

Minion Table

Minion	Level	Element
Radgore	7	Water
Radoimel	7	Earth
Doglchu	7	Water
Patakuga	7	Fire
Radmole	7	Water
Tergrip	7	Earth
Rugdogle	7	Earth

Items List

- Knowledge 5
- Merging 1
- Merging 2
- White Horn
- Skeleton Key x2
- Divine Tablet
- Ikari Powder
- Spider Warp
- Stone Choker x1
- Malty's Seal 2 x3
- Malty's Seal 1 x5
- Minion Fang



Knowledge 5



Chest:

Stone Choker x1
Malty's Seal 2x3
Malty's Seal 1x5



Spider Forest

Spider Forest

Exit to
Town

Ikari Powder



Poacher

Divine Tablet



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Spider Forest

Skeleton Key #1

Save Point



Kakayamu



Weapon:
White Horn



52



Spider Forest



Merging 2

Yamu



Save Point
Spider Warp

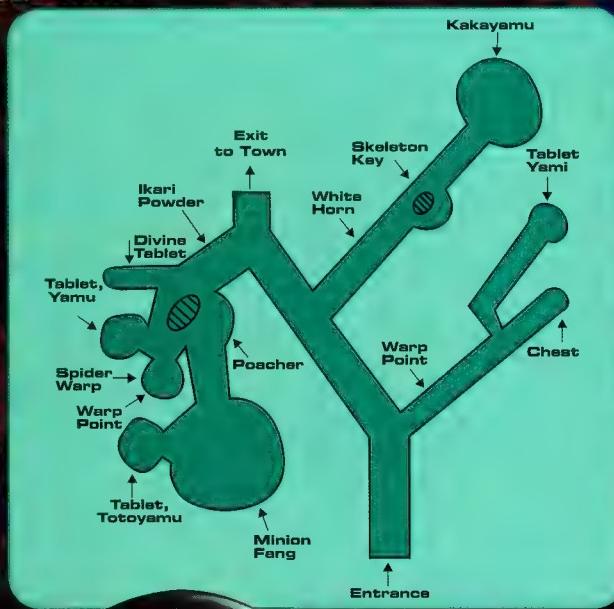
Magic Barrier

Save Point

Merging 1

Tatoyamu





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Spider Forest



Spider Forest

Walkthrough



Once you cross through the Barrier Gate to the Spider Forest, you notice that this new area is darker than the forests you've previously

entered. But the colorful glow from the surrounding foliage lights up the path leading straight ahead.

Finding Yami

Follow the path until you reach a two-way split leading off to the right and left. Go right and you enter an area harboring a Warp Point and a Save Point. You don't have the Spider Warp, just yet, so use the Save Point if you need to and pass through to the right.

On the next screen, you find a few choices waiting for you. You can either continue to the right or head through a small opening leading toward the top of the screen. There's a faint yellow glow coming from the top opening, so choose to head on up into the new area.



As the shift in music suggests, you're nearing a location where you'll meet one of the Yamu family. Head north along the path and pass

through into a small cul-de-sac. You spot a stone tablet resting against the foliage on the far side from the opening, but before you can grab it, a small creature emerges from the bushes nearby.



Cute and curious, this is Yami, the youngest of the Yamu family. She demands that you give her something to eat that is "yummy" in exchange for information, so agree to hand over the Kickleberry that's been sitting in your inventory since your trip through Dragonfly Forest.

Delighted with your gift, Yami opens up and lets you ask her about the Calabas Herb and the Yamu family. Unfortunately, she's too preoccupied with her stomach to give you any real information regarding the whereabouts of either the Herb or the Yamus. Take leave of Yami and make sure to pick up the Knowledge 5 tablet in the small clearing.



Exit the area and return to the fork in the path to the right of the Warp Point screen. Opt to head right onto the next screen and you find a Gehenna Pale

Chest waiting for you. You don't have a Skeleton Key at this point so leave the chest for later and backtrack all the way out to the first fork in the path on the screen left of the Warp Point area.



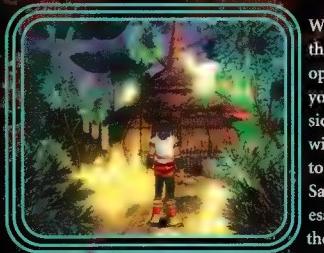
Finding Kakayamu

When you reach the fork, take the left path and you find yourself on a long dirt road leading straight ahead. Follow it onto the next screen and you'll have a choice to either head to the right or the left. Choose to head right.



glowing pile of shrubbery to the left of the skull to pick up the White Horn spear for your equipment stash.

As you make your way through to the right screen, you discover a circular path that leads all the way around with openings to the south, which is where you came from, and to the north. On the far left section of the circular path, pick up the Skeleton Key sitting in a pile of rubble, then head north one screen, following the path to the upper right.

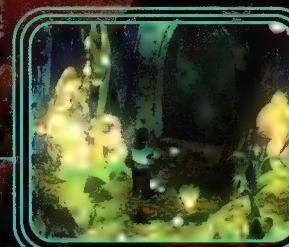


When you cross through the opening, you find yourself just outside a straw hut with a Save Point to the left. Use the Save Point if necessary, then enter the hut.



Inside you stumble across the mother of the Yamu family, Kakayamu. She's searching through the contents of the hut trying to locate something that she seems to have misplaced. When you speak with her, she says that she's lost something called the Divine Tablet. You don't have it on you, so she shooes you out of the hut stating that Elrith would be furious if he knew you were snooping around the Sacred Forest.

Exit the hut area and find your way back to the circular path. Head south to reach the fork in the path leading to the right and left. This time, head left.



This new section of the forest branches off to the north and the left. To the north you discover a Save Point and an impassable barrier that appears to be magical. Nothing

you can do activates the barrier, so save your game and head back down and continue to the next screen to the left.



Follow the path down to the left and you emerge in an area occupied by a large skull. You notice that a figure has camped out in front of the large skull. It's the Poacher! You don't have time to mess with him right now, so simply continue to the left.



Spider Forest



Pass through the small, densely wooded area, heading left. Pick up the Ikari Powder sitting alongside the path on your way through. On the next screen, proceed to the left, ignoring the path leading south.

You emerge in a small circular clearing that harbors a greenish stone tablet at the far end. Pick it up and you discover that you now possess the Divine Tablet! It's time to head back to the small hut and find out if Kakayamu is willing to trade any of her precious secrets for the Divine Tablet.



Once you make your way back to the hut, hand over the Divine Tablet to Kakayamu and she lets down her guard long enough for you to ask a few questions. She mentions that Yamu is her son and that he's gone off into the woods with his father on a hunting expedition. She's a little less forthcoming on the information about the Calabas Herb, claiming that if she told you anything, Elrihm would punish her. You must set out deeper into Spider Forest to find Yamu and his father.



Finding Yamu

Return to the area of Spider Forest where you spotted the Poacher curiously picking at the large skull on the screen to the left of the strange magic barrier. It's time to challenge the Poacher. Step right up to him and greet him.



He'll notice you and attempt to pilfer some Fireflies from your stash. The minute that you refuse him, he'll attack!

Poacher Alert!

Recommended Level of Minions: 8

Reward: Great Walnut x 1, Skeleton Key x 1



The only new thing that the Poacher has up his sleeve for this second fight is the strength of his Minion. Otherwise, his own attacks remain strictly physical and haven't increased too much in strength. He summons a Lagdat Minion that specializes in Air magic and attacks, so summon a Fire Minion of your own to combat it. Once the Lagdat is defeated, you have to take down the Poacher himself. Use the same type of strategy that you employed against him in Dragonfly Forest and use your healing items as necessary. Once the fight is over, the Poacher runs off again and leaves you a pair of goodies: a Skeleton Key and a Great Walnut!

With the Poacher out of the way, you can now head directly south on the path that was previously blocked. Continue south to reach a narrow walkway that winds past a gaping chasm in the ground.





On the next screen, you find another large looping pathway that only has two exits: the northern opening that you just emerged from and another, more hidden opening leading to the left side of the screen.

Ignore the left opening for now and return north to the screen where you fought the Poacher. Head down the left bend path, past the next screen and into the T-section that leads further left and south. Take the southern exit and you enter a small clearing with various openings leading right, south, and left.



Duck in to the left opening that is lit up by a faint yellowish glow. As you enter the tiny cul-de-sac past the opening, the music once again hints to indicate that a member of the Yamayu family is nearby.



You'll spot a stone tablet resting against the bushes in the cul-de-sac, but your examination of the item is interrupted by a visit from Yamu himself!

He's too upset at the moment to talk to you about the Calabas Herb and complains that he's just lost the spearhead of his weapon. You're given a few options regarding your response to Yamu's rant.



You can either explain to him good etiquette, hand over the Minion Fang, or ignore him altogether. The Minion Fang is the correct choice, but you'll need to go get it. Head back to the screen with the looping pathway and you'll find the Minion Fang at the southern tip of the loop. Bring it back to Yamu and offer it to him so he can make a new spearhead. He's incredibly pleased with your offer and returns the favor by letting you ask him all about the Calabas Herb.

When you do, he says that his father, Totoyamu, is the man that you definitely want to speak with. At the risk of being punished by Elm'm, though, he can't go into further details. However, he also makes a passing comment about how much he likes Kikinak from Dragonfly Forest and claims that he enjoys visiting him when he's able to sneak away from the watchful eye of his father.



Once you've gotten as much information out of Yamu as possible, make sure to grab the Merging 2 stone tablet from the clearing and exit to the left of the screen. It's now up to you to track down the father of the Yamayu family and get the information that you need from him.



Spider Forest

Spider Forest



Don't forget to use the Skeleton Keys that you've collected on your journey through Spider Forest. You have two Skeleton Keys in your immediate possession, but there's only one Gehenna Pale Chest in the areas of the forest that you've explored so far. Unlock the chest that lies a few screens over from the first Warp Point (near where you met Yami) and you'll receive the Anti-Stone Choker, Malty's Seal 1x5, and Malty's Seal 2x3.

Finding



Totoyamu

Once you leave the small cul-de-sac where you met Yamu, choose to head south. On the next screen, you'll be pleased to find not only the second Warp Point in Spider Forest, but also a bag containing the Spider Warp sitting near the Save Point in the same area.



Pick up the Spider Warp and save your game. Exit the screen to the north, and in the next area head right.

Head south and

continue down past the chasm until you reach the area where you first picked up the Minion Fang. It's time to head through the small opening leading to the left of the circular path.



Once you make it through the opening, you find yourself in a small cul-de-sac similar to the one where you caught up with Yamu. A stone tablet rests against the far foliage, but once again, you're interrupted by the sudden appearance of Totoyamu in the flesh.

With great envy, he eyes the Tears of Reese ring that Mahbu gave you and demands that the only way he'll tell



you anything is if you hand it over to him.

Reluctantly, choose to relinquish ownership of the ring and proceed to chat with him about the Calabas Herb and other things related to the

sacred Forest.

He's sympathetic to your cause after hearing about your village being attacked. But he only has one Calabas Herb in his possession at the moment and refuses to tell you where the rest of it is located unless you bring him more treasure.

Calabas Herb

Calabas Herbs are found throughout the world of *Jade Seisan*. They're used to heal injuries and cure diseases. They're also used to make love potions.

Kikisak

Kikisak is a giant wasp-like creature that guards the entrance to the Spider Forest. It's very territorial and will attack anyone who gets too close to its nest.

Divine Tree

The Divine Tree is a sacred tree that grows in the center of the Spider Forest. It's said to be the source of all life in the world of *Jade Seisan*.

Totoyamu

Totoyamu is a small, friendly spirit who lives in the Spider Forest. He's always smiling and is happy to help you out.

Reese

Reese is a small, friendly spirit who lives in the Spider Forest. He's always smiling and is happy to help you out.

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Totoyamu then hands over Calabas Herb in exchange for the Tears of Reese. But you'll have to return with something better if he's going to give up the rest of his stash.

Because you can't get any further on the topic, change the subject by asking him a bit about Mamon. The name stirs up memories for him and he recalls that Mamon was his name long ago. He also remembers that he was put in charge of protecting the Divine Tree, as well.

When you ask him about Kikisak, his mood changes



Divine Tree

Totoyamu then hands over Calabas Herb in exchange for the Tears of Reese. But you'll have to return with something better if he's going to give up the rest of his stash.

Because you can't get any further on the topic, change the subject by asking him a bit about Mamon. The name stirs up memories for him and he recalls that Mamon was his name long ago. He also remembers that he was put in charge of protecting the Divine Tree, as well.

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Spider Forest

Return to Spider Forest

Act of Gehenna



After conversing with Totoyamu at length, you're automatically transported out of the Spider Forest and plunked down back at Mother Garai's in Syrus.

She's been waiting for your return and has many questions about your trip into the Spider Forest.

When she learns of what you've found, she strongly suggests that you both visit the Judgment Hall to speak with Jibara and the Chieftain to obtain more "treasure."

The Imprisonment



When you arrive at the Judgment Hall, both Jibara and the Chieftain listen to your story intently. Jibara cautions the Chieftain that if Totoyamu is

indeed the Forest Man, then the Calabas Herb must grow at the foot of the Divine Tree that he's ordered to protect. But even with access to the herbs, it may not be enough to save the entire village from the spread of the Sacred Forest in time.



bait to trick Totoyamu into leading you to the Divine Tree. Then, you'll be able to use the Capture Amulet to imprison the Divine Tree and take power over the entire Sacred Forest!

Chieftain Grotta frowns on the idea, claiming that offering treasure to the Yamu would be easier. He worries that Jibara's idea might trigger a horrible fate—one

like the "Tragedy of Gehenna Pale," wherein an entire civilization was swallowed whole by the forest.

But Jibara will hear nothing of it and insists that her way is the solution to humankind laying claim to its own fate. She believes that imprisoning the Divine Tree is the only way to save all of Parel and Syrus, and also to take the power back from the whim of the gods.



Swayed by Jibara's powerful speech, Grotta eventually comes to agree with her wild theories, and orders you to follow her plans. He hands you the Champion's Belt, which you'll use to trick Totoyamu into leading you to the Divine Tree. He also gives you the Capture Amulet to carry out his orders. You automatically return to Garai's and fill her in on what has transpired at the Judgment Hall. She scoffs at Jibara's idea and tells you that Jibara holds too much sway in the royal court, merely because of her lineage, which dates back to the Kingdom of Gehenna Pale. Unfortunately, you have no choice but to follow her orders.



Before you leave Garai's Home, make sure to take care of your Minions by talking with Mahbu. She looks worse than ever and has even taken to covering her

face with a thick scarf! It appears that the Cursed Brandings are taking a terrible toll on her body and there's nothing you can do to help her.



Visit different locations in town and you hear that the bulk of the villagers have turned against you, Mahbu, and Garai. Some have even taken to circulating rumors that Garai is an evil spirit threatening to destroy the entire town! In some sections of Syrus, you've even heard of plans to sacrifice Mother Garai to appease the gods! They refuse to show you any kindness during your visits and instead, shower praise on the "venerable Jibara," whom they believe will save the town.



Take a moment to replenish your supplies at the Town Shop and stop by the Blacksmith's to check on his new equipment for sale. At the Blacksmith's,

Kelmar greets you and assures you that he is willing to look after Mahbu in your absence. He's concerned about her well-being during the turmoil that is sweeping through the village rumor mill.



Also make sure to visit Poto in the Cemetery and listen to his tales of the Divine Tree, which is referred to as the "Upside-Down Tree" in Nagi

legend. You learn more about the relationship between the tree and Elrihm. If you happen to visit the minstrels in the Town Square, they proclaim doom and misfortune if you carry out your orders to imprison the Divine Tree. It's definitely a very tough time for you and Mahbu in Syrus.

Forest Walkthrough

When you're ready to go, set out to the Barrier Gate to enter Spider Forest once more. With the items from the Chieftain and a full inventory, it's time to find out what lies ahead for you as Cocoon Master.

Minion Table

Minion	Level	Element
Rashab	8	Fire
Doglchu	8	Water
Maryen	8	Earth

Items List

- Skeleton Key x1
- Excellent Liquor x1
- Yellow Bead
- Kukumira Oil x1
- Ichishi Oil x1
- Merging 1

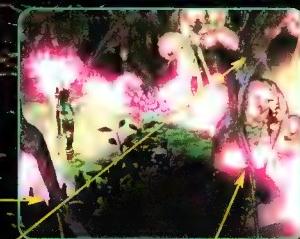


Return to Spider Forest



Magic Barrier

Spider Forest Revisited



Entrance



Excellent Liquor.

Cheat:

Yellow Bead x 1
Kukumira Oil x 1
Ichishi Oil x 1

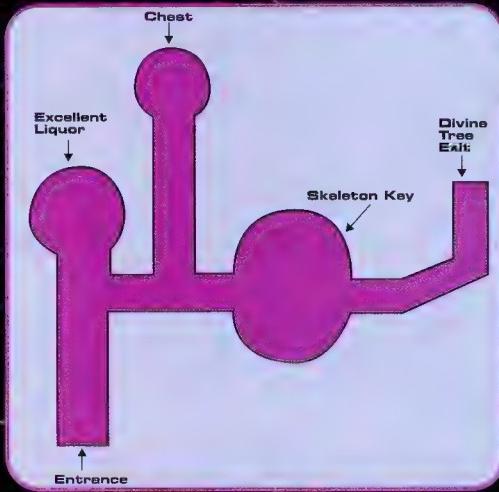
Save Point



Exit



Return to Spider Forest



Skeleton Key x 1



Return to Spider Forest



Walkthrough

As you reenter the Spider Forest, your objective is to return to the area of the woods where you met Totoyamu. Then, you can show him the Champion's Belt and have him lead you to the area where the Calabas Herb grows.



To do this, simply hop on the Spider Forest Warp Point that lies on the screen to the right of the first fork in the path. Let the Warp Point transport you to the second

warp pedestal deep in the forest. When you arrive there, exit the screen to the north and continue your journey by heading to the right.

Proceed south until you reach the circular path to the south of the pass that winds around the gaping chasm in the ground. At the looping path to the south, head through the small opening leading left. You should enter the small clearing where you first met Totoyamu.

He emerges from the underbrush and chastises you for giving him junk. Surprised and alarmed, you listen to his rants about how the Tears of Reese ring that you gave him on your last trip fails to shine when he wears it. But the minute that he hands it back to you, the jewel on the ring begins to glow brightly.



Amazed, Totoyamu gazes in wonder at the ring and suddenly understands. The Tears of Reese only shines when worn by a true Cocoon Master. He apologizes for his rash behavior, shortly before he spots the treasure that you're holding. Eager to get his hands on the Champion's Belt, he begs you to hand it over to him. He promises to take you wherever you want if you give him the belt, so choose to do so.



He says that he has to activate the gate that leads deeper into the forest and promptly takes off. Now it's up to you to follow him there. Begin by

exiting the small area and heading to the Save Point three screens north of the area where you found the Poacher on your first time through.

Find the Divine Tree

The gate near the Save Point is now open. Stand against the opening and press **X** to be automatically transported across to the new area of the Spider Forest.



Once you completely cross into the unexplored area, continue along the path until you reach a fork in the road branching off near the bottom of the screen and straight ahead. If you continue straight ahead, you find a small bag containing a batch of some much needed Excellent Liquor. Exit back out to the entrance corridor and take the path leading south.





You enter a much-darker section of the forest that leads in two separate directions. Choose to head along the path that branches off to the north of the corridor and you find yourself on a thin

stone bridge leading across a large gap.

Follow the bridge to a small stone opening harboring a Gehenna Pale Chest, as well as a Save Point. Use this opportunity to record your progress and then pilfer the goodies from inside the chest by using a Skeleton Key. You're rewarded with a Yellow Bead x 1, Kukumira Oil x 1, and Ichishi Oil x 1.



With your inventory replenished, backtrack to solid ground across the stone bridge and continue your journey by heading to the right. You emerge on a path that circles around a large hole in the ground.

Follow the path around to the north and pick up the Skeleton Key discarded along the far outer wall.

Exit the area by proceeding through the opening located on the far right side of the hole in the ground. As you emerge in the new area, you discover that your surroundings are changing drastically. The pathways have begun to look like giant roots and the enemies look like animated trees.



Follow the narrow walkway until you reach the far right screen, then continue north along the thin path. You're about to find what you're looking for in the Spider Forest.



You've now reached the very heart of the Sacred Forest and in front of you stands the Divine Tree! As you gaze in awe at its massive trunk and branches, a glow begins to emanate from your satchel. The Capture Amulet has automatically activated, and before you can assess the situation, a brilliant and blinding stream of light immediately reaches out and nails the Divine Tree directly at its center!



As the light slowly fades, the scene before you appears as if out of a legend. A giant transparent force field has been erected around the Divine Tree, reining in all of its power. You can't believe it. But as your vision clears, Totoyamu confronts you, furious at the realization that you have betrayed him. He screams that you're an agent of Gehenna, then abruptly vanishes.



The Sacrifice

Once you arrive back in the village, things seem different. You sense a feeling of dread hanging in the air, which is confirmed when you visit Mahbu. Frightened and confused, Mahbu tells you that some men have taken Garai away to Judgment Hall under orders from Jibara!



She pleads with you to hurry to Judgment Hall in order to save Mother Garai from Jibara. Although she doesn't know what exactly is going on, she fears the worst. After Mahbu delivers the bad news, she offers to perform Nagi Magic to lighten the load you've brought back from Spider Forest. Take the opportunity to do so, then save your game before exiting the hut.



when they predicted that by imprisoning the Divine Tree, a horrible fate would befall the village.

Although your mission to save Garai is urgent, make sure to stop by the Town Shop to replenish your supplies. Then head over to the Blacksmith's to equip yourself with the best weaponry and armor.



When you arrive there, Kelmar rushes into the shop. He tells you that Garai is about to be sacrificed to save the village! You better make tracks to the

Chief's Estate to stop the ceremony and fast!

The Spinner of Souls



voices coming from inside as the scene switches to the interior of the hall,

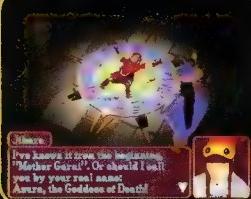
When you make it to the Chief's Estate, you discover that Judgment Hall is still heavily guarded and a soldier refuses to allow you admittance. But you can overhear

Jibara has strapped Mother Garai to a circular platform just below Grotta's throne and is intently interrogating her. Jibara asks Garai why she came to the village and what her motives were for bringing Mahbu to town. Garai replies that she has a mission as a priestess to not only purify her own people, but to do the same for all of the Beasts of Knowledge.



...make to purify the souls of the Nagi... No, at the heart of knowledge.



**Message:**

I've known it since the beginning.
"Mother Garai?" Oh, what I do it.
You know my true name:
Azura, the Goddess of Death!



Jibara insists that Garai's motives are more sinister and accuses her of trying to steal everyone's souls. She claims that Garai is in fact the Goddess of Death, Azura!

What does she mean? But Garai responds with an affirmation of her true identity as the incarnation of Azura!

Garai then goes on to divulge her real plans. She has been sent to Syrus to prepare for the Gathering, the moment when all souls become new. The struggle between the Chosen One of Darkness and the Chosen One of Light is destined to bring about this event.



The Chosen Ones of Light and Darkness shall lead this resurrected state to eternal rest.



The Time of Gathering is at hand.
Our souls become one with the Chosen!

Outside the hall, you listen in a state of shock. What is Garai talking about? Is she mad or is what she's saying the truth? But before you can

figure out what's happening, you hear her proclaim that the Time of the Gathering is now at hand.



At that moment, a massive shower of light spreads over the entire village, bathing everything in its range. Every single citizen in town transforms into a stone-like statue as all life in Syrus comes to a grinding halt. You, however, are still alive and functioning, much to your surprise.

As you scramble around town, you learn that everything has stopped. In fact, it seems as if time itself has ceased to progress. Make a beeline to Garai's to check on Mahbu.



When you arrive there, the hut is empty. Where can Mahbu have gone? But before you turn tail and leave, a glint on the floor near the wall catches your eye. As you bend to examine the object, you find that you now have the Moth Key in your possession.



The moment you retrieve the key, a strange blue light suddenly flutters by. As you watch the glow increase in size, it abruptly bursts into a small shower of luminescent dust and Mahbu appears before you.

Moth Forest



Moth Forest



But she's been transformed. With a pair of small wings on her back,

Mahbu is now a

miniature butterfly, barely large enough to see. But her voice reaches you, loud and clear, as she says that she now realizes what has been going on all along.

Garai had always spoken to her about the Time of the Gathering, but she didn't understand what Garai meant until this very moment. She then tells you that souls of all the villagers have escaped, along with Mother Garai, to somewhere called the "Place of Elrihm."



Mahbu also informs you that every event that has taken place until now was a mere building block in anticipation of this moment, when

the Time of the Gathering occurs. She urges you to head to Moth Forest to speak with Ni, the Nagi Chieftain, who "knows all truth."

Suddenly, Mahbu grows weak, barely able to remain airborne. At the same moment, Garai appears to you both in the form of a vision. She tells you that all humans will remain trapped in Cocoons until they complete their transformations.



Mahbu's light fades until it is no more, and you receive Mahbu's Cocoon to care for. Garai asks you to take good care of Mahbu's Cocoon, for she is the key to bringing about the complete transformation of the land.

Garai then reveals that you are indeed the Chosen One of Light and points to the Tears of Reese as an indication of your destiny. She informs you that your fate includes meeting the Chosen One of Darkness in a dimension beyond Parel and the Sacred Forest.



To fulfill your duty, you must travel to the Nagi Village deep within the Moth Forest to meet with the Nagi Chieftain, who awaits your arrival in the Temple of Kemuel. And as your vision of Garai fades, she prepares you for your journey by awarding you with Riketz's Garb, a new set of armor. It's time to head to the Barrier Gate and enter Moth Forest!



Once you reach the Barrier Gate, you can use the Moth Key to enter the last area of the Sacred Forest. Enter Moth Forest through the far-left portal.

Moth Forest

Minion Table

Minion	Level	Element
Shulia	10	Air
Radtodon	10	Water
Patbaran	10	Fire
Asha	10	Fire
Raddreg	10	Water
Raddlchu	10	Earth

Entrance



Excellent
Liquor



Items List

- Excellent Liquor x1
- Pupa Key x1
- Whistler
- Great Walnut x1
- Skeleton Key x2
- Bitter Mugwort x2
- Special Liquor x2
- Tendai Uyaku x1
- Shishiudo Oil x1
- Beltilla Oil x1
- Ichishi Oil x1
- Urvy's Blessing
- Sparrow Ruff

Chest:

- Bitter Mugwort x2
- Special Liquor x2
- Tendai Uyaku x1



76

74

Moth Forest



Moth Forest



Chest:
Shishiudo Oil x1
Blétilia Oil x1
Ichiashi Oil x1





Moth Forest

Chest:
Pupa Key x1
Poacher



Moth Forest



Skeleton Key x1



Great Walnut x1



Whistler (Weapon)



Save Point



73



Chest:

Urvy's Blessing x3
Sparrow Ruff x1
Great Walnut x3



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Moth Forest

Moth Forest



Save Point

Exit To Nagi Village



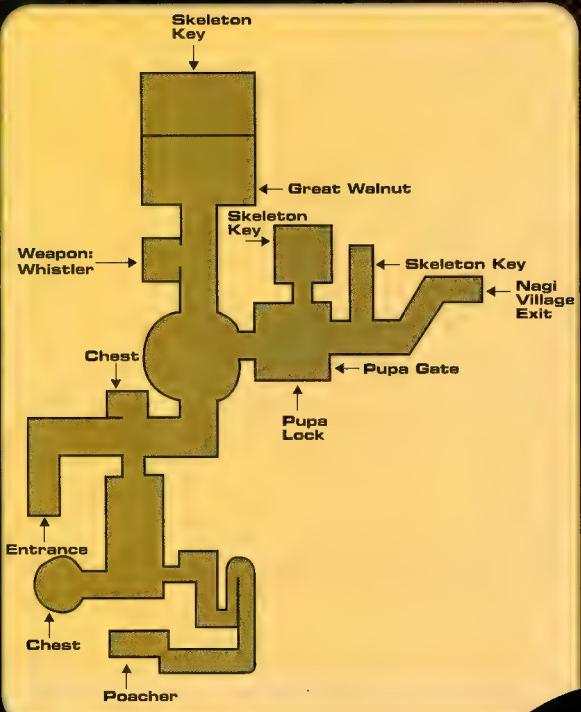
Skeleton Key x1



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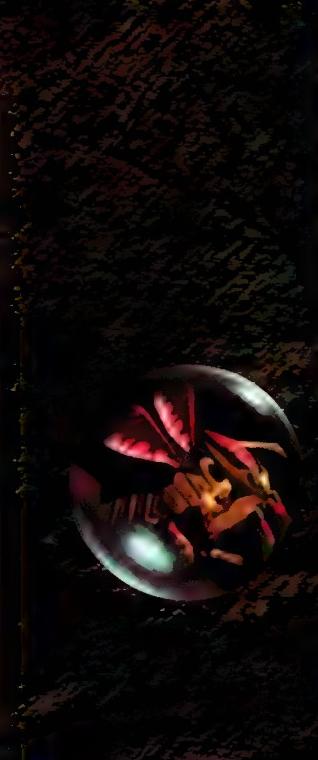
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Moth Forest



Walkthrough

From the entrance, follow the path to the right, taking care to pocket the Excellent Liquor that's sitting in the bag on the wall. You find yourself at a three-way split leading straight ahead, and to the left and right through separate stone arches.



In the small alcove to the left, you find a locked Gehenna Pale Chest. Because you have a left-over Skeleton Key, go ahead and use it to receive:

Bitter Mugwort x 2,

Special Liquor x 2, and Tendai Uyaku x 1. Exit the alcove and head to the right through the low stone arch.

Trot across the large open courtyard, past the stone fixture in the center. At the opposite end of the area, you can head either left or right. To the right sits the second Gehenna Pale Chest, but you don't have a key for it, so duck to the left through the stone opening.



You enter a small set of short hallways walled in by crumbling stones. As you make your way around the corner, you discover a Skeleton Key

waiting for you. Pick it up and continue down the hall.



As you approach the dead end of the longest hallway, you spot a familiar face picking about in the rubble. It's the Poacher! He seems to be

intently searching for something, but you must confront him to find out if he's hoarding anything special. Prepare to fight!

The Poacher

Recommended Level of Minions: 11

Reward: Great Walnut x2



The Poacher seems to have toughened up his fighting skills a little, with his physical attacks hitting closer to home with their power. But before he even takes any real swipes at you, he summons the strongest Minion he has in his inventory. You need to summon a Minion of your own to combat his Earth Gigoat. Try to use an Air Minion to lessen the blows, because this is one tough fight. After you've put the Gigoat to rest, you have to challenge the Poacher once again. Keep up your most powerful attacks and he'll lose for the third time.

After you defeat the Poacher, he marvels at your strength and shortly before disappearing into the depths of Moth Forest gives you the Pupa Key.





If he does *not* hand you the Pupa Key, don't leave just yet...the Poacher seems to have been digging around along the ruined walls for something. In the

area where he was previously standing, you notice a key lying on the ground. Pick it up, and you now have the Pupa Key x 1 in your satchel of goodies.



Now that you have what you need, trace your steps all the way back to the open courtyard and find the Gehenna Pale Chest

sitting to the right in a small cul-de-sac. Use the Skeleton Key that you found to pick up Shishiudo Oil x 1, Bleillala Oil x 1, and Ichishi Oil x 1. These items come at a perfect time for you to beef up your Minions' stats!

Find your way back to the three-way split near the entrance to Moth Forest. You're now perfectly equipped to head straight ahead, down the path beyond the small alcove where you found the first Gehenna Pale Chest.



You'll enter an area that houses a large circular fountain sitting between two different paths. One leads off to the right through an arched opening,

and the other leads straight ahead and to the left past the fountain. Choose to head straight ahead.



You eventually enter a small courtyard sitting between two different openings. Through the entrance to your immediate left, you find a Save-Point to record

your game as well as a powerful new weapon, the Whistler spear. Grab the spear and exit back out to the courtyard and head straight through the larger opening ahead.



You find yourself in a low-ceilinged temple of sorts. There's scant lighting in the first room and you discover it's packed with roaming Minions just waiting to attack. Fight your way up the short set of steps leading onto the high platform to the right.



Grab the Great Walnut x1 from the bag lying on the platform, then exit the room altogether by heading north along the walkway.



The next room is much larger and better lit, with a stream of light beaming on a glittering object at the far end. Carefully cross the large room to pick up the Skeleton Key x 1 waiting for you there. Once you've picked it up, trace your steps all the way back to the large circular fountain to the far south of the temple.



Moth Forest



stone arch opening. Once you pass through, you find yourself in an open garden housing a locked gate, a rusty keyhole on a blue stone platform, and a slightly hidden opening leading to the upper left portion of the screen.

Take the opening to the left and follow it until you reach a flight of stone stairs. Follow them down until you come to the third Gehenna Pale Chest.

It's time to explore the area to the right of the fountain through the



Once there, inspect the strange blue stone in the center of the area. Doing so allows you to use the Pupa Key to unlock the massive

stone doors leading straight ahead. It's time to step through to the other side.

Finding the Nagi Village

The moment you pass through the gate, you notice something is different: There aren't any monster Minions lurking about in this new garden area! You can explore at your leisure, so head through the left opening.



You just happen to have a spare Skeleton Key! Use it and you find Urvy's Blessing x 3, Sparrow Ruff x 1, and Great Walnut x 3 just waiting for you inside. After you've collected the goodies, exit to the garden area where you entered.



A photograph of a terrarium with a pink label that reads "Shrubland Key West". The terrarium contains various small plants and a red flower.

You enter a small dead-end section of the garden that harbors a single Skeleton Key. Make sure to pick it up, even though you have no more



Do not, I repeat, do not sell any Skeleton Keys you find in the Sacred Forest. If you have followed the walkthrough to the letter since the start of the game, you'll have an extra Skeleton Key by the time you reach Nagi Village. You need it to open every chest in the game, so don't forget!



a large arched stone entrance. You notice a Save Point in the entrance area, too. Save your game, then enter the large temple on the other side of the arch.

Continue following the path until you find yourself at the foot of a long flight of wide steps. Proceed up the stairs to reach



As you raise the Cocoon, a strong light pierces the center of the oval fixture, and it cracks open to reveal a new doorway. It must be the Nagi Village on the other side! You automatically pass through the doorway and find yourself in a massive temple. Could this be the Temple of Kemuel that Garai spoke of?

The moment you reach the inside chamber of the temple, Mahbu speaks to you from her Cocoon. She senses that she's

been here before and asks that you hold her up high in front of the large oval fixture sitting at the far end of the room.



Moth Forest



The Promised Land



You're now facing a set of three massive, arched doorways.

Mahbu informs you that this is

indeed the Nagi Village that Garai spoke of and where she was, in fact, born. She tells you that you must pass through the middle entrance to reach the throne room of Ni, the Nagi Chieftain.

As you enter the large throne room on the other side, Ni introduces himself as Mephacese, the Gatekeeper of Time. He tells you of the great prophecy that has been an underlying theme to all the events that have happened thus far. Apparently, according to Ni, when the four Divine Barriers in the Sacred Forest have been opened, the power of Light and Dark usher in the Time of the Gathering.



During the Time of the Gathering, the twin dragons of Kemuel, Kumari and Kaya, unlock their respective gates

in the Nagi Village. You notice that the gates that Ni refers to are located on either side of his throne.



Ni then tells you that the moment that Light and Darkness finally meet, every single being in the entire world will reawaken, enlightened. He refers to Garai as a "midwife" entrusted with finding the Ray of Hope, using the Tears of Reese. The child she found was Mahbu!

He informs you that the Chosen One of Darkness has already passed through Nagi Village and entered the Kumari Gate.

It's now up to you to head through the Kaya Gate to meet him. But first there's more that you should know before you set out on your journey.

The Ordeal of the Four Jewels

The Ordeal of Doubt



As Ni concludes his speech concerning the Chosen One of Darkness and your mission in the Sacred Forest of the Netherworld, you learn about the Four Jewels. At that moment, a mysterious thing happens. The four keys that you used to travel through the four different areas of the Sacred Forest suddenly transform into four-colored Jewels. Glowing brightly, they circle around a strange inscription on the floor before Ni's throne and drop into

perfectly formed slots. Ni tells you that the four keys you collected on your journeys through the Sacred Forest have turned into elemental Jewels that are now an important part of your upcoming journey. You must gather them together once again, but the only way to do that is to travel to each of the three different forests that lie through the Kaya Gate.



Ni calls these journeys "Ordeals," and tells you that by completing the trip through the Sacred Forest, you've already

finished the Ordeal of Solitude. For doing this, you receive the Jewel of Water. He warns you that the adventures that lie ahead of you will be tough, both physically and emotionally. Your first destination is Beetle Forest of the Netherworld!



Ni then introduces you to two Nagi females, Mu and Ra, who have offered to help you along your journey. Mu tells you that she can sell you items if you visit her shop through the green door to the right, in the entrance hall. Ra can practice Nagi Magic to Purify your Fireflies if you stop by the room through the blue entrance to the left in the entrance hall.



Once you're able to, take both Mu and Ra up on their offers. Empty your inventory of Fireflies, equip some Minions, and then head over to Mu's to restock your inventory. When you're ready, it's time to head deep into Beetle Forest of the Netherworld to claim the Jewel of Fire!

Forest Walkthrough

It's important to bring a powerful Water-based Minion into Beetle Forest of the Netherworld. Some of the Minions you encounter inside will be Fire based, and more importantly—the boss waiting for you at the end of the Ordeal is a powerful Fire boss as well.

Take care to save your game at the Save Point just outside the entrance to Beetle Forest of the Netherworld, then enter when you're ready. You'll pass into a corridor of light that exits in the mouth of the forest.

Minion Table

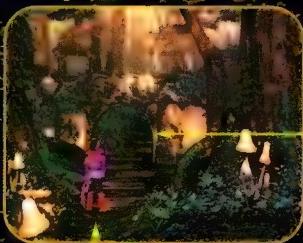
Minion	Level	Element
Srikarta	11	Water
Patmancy	12	Fire
Padtreg	12	Fire
Hackeroo	12	Air
Skwimel	12	Water

Items List

- Skeleton Key x1
- Vary's Blessing x3
- Malty's Blessing x3
- Hawk Ruff x1
- Bloody Garb x1
- Jewel of Fire



Beetle Forest of the Netherworld



Entrance



Vary's Blessing x3
Malty's Blessing x3
Hawk Ruff x1





Beetle Forest of the Netherworld



Beetle Forest of the Netherworld

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Beetle Forest of the Netherworld

87



Skeleton Key



Exit to Koris/
Fire Boss

Beetle Forest of the Netherworld

Walkthrough



The moment you step through the archway, you discover that this new forest is an exact replica of the Beetle Forest back in your world. All of the pathways are the same and even the landmarks are carbon copies! The only big differences between this forest and the Beetle Forest of old are the colors of the surrounding areas, the locations of items, and the fact that the Warp Points aren't functioning.

Your objective in this version of the Beetle Forest is to reach the area where Koris' home was located originally. Along the way, you also can find a Skeleton Key and a Gehenna Pale Chest.

You find the Skeleton Key in the small rounded stone temple where you

confronted the Masked Boy on your first run through Beetle Forest. Check inside on the stone shelf where you picked up the Aquazor, and you find the Skeleton Key gleaming in the dim light.



From the entrance, head straight down the path until you reach the first fork in the road, then head right through the low stone arch. Continue along the corridor and you should find the Gehenna Pale Chest waiting for you.

The moment you step through the archway, you discover that this new forest is an exact replica of the Beetle Forest back in your world. All of the pathways are the



Use the Skeleton Key to claim the goodies inside: three Vary's Blessings, three Malty's Blessings, and one Hawk Ruff. Equip the Hawk Ruff if you need to, then proceed

through the forest toward the area where Koris lives.



The moment you ascend the large oval steps and approach the front door of Koris' solitary abode, he appears on the ramp leading up to the entrance. He doesn't seem too happy and you ask what's bothering him.

He's been waiting for you. He's been battling doubt deep within his heart about the purpose of Cocoon Masters and the fact that their responsibility is to protect and free the Minions that reside within the Sacred Forest.



Koris speaks of Lui and of his own hatred of the Minions because they killed his parents. That hatred strikes a chord deep within Koris and he

doesn't understand if what he has believed in all this time is wrong or right. He challenges you to fight him to "erase the doubt that lurks in his heart." You have no choice, so get ready to battle Koris!



The Fire Boss

Recommended Level of Minions: 15

Reward: Jewel of Fire



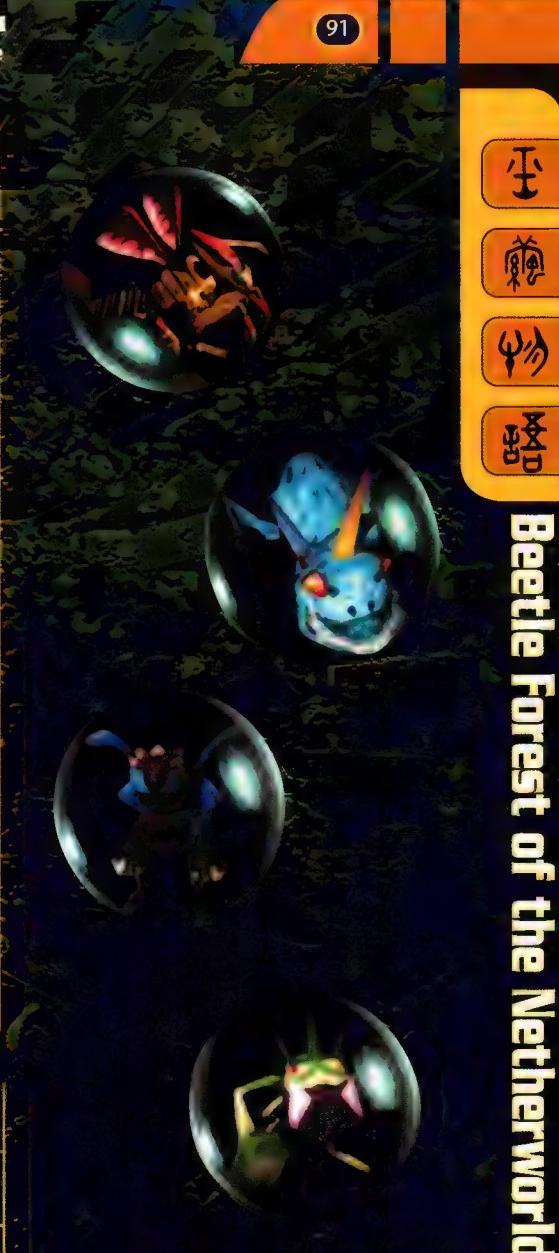
The moment that the fight begins, a fierce-looking creature appears from the figure of Koris. This is the Fire Boss and he's been feeding off the internal darkness that Koris has been struggling with. He summons a fairly powerful Fire-based Minion named Turturis to do his bidding.

If you're at the

right level, Turturis isn't too tough, but he can be handful if you don't have the right items. It's important to have some Valerian Powder in your stash to counter the Minion's poison attacks. Its physical attacks can be equally devastating, so summon a strong Water-based Minion of your own. It's ideal if your Water-based Minion has a magic spell that lessens the damage of Fire attacks and strengthens Water damage, but if not, a Vary's Blessing will do the trick.

Keep plugging away at Turturis with a combination of Magic and Special attacks. When you've defeated the Minion, you must fight the Fire Boss himself. He's not nearly as powerful as his Minion, but you need to keep up the fight with plenty of specials, so keep your Minion's Mana meter at full.

When the Fire Boss is beaten, he dissolves and Koris reappears in his place. He urges you to help guide humankind to the Light and thanks you for clearing the doubt from his heart. Once Koris leaves, you can claim the Jewel of Fire!



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Beetle Forest of the Netherworld

Dragonfly Forest of the Netherworld

The Ordeal of Jealousy



Once you've cleared the Beetle Forest of the Netherworld, you're automatically returned to Nagi Village. Ni is waiting for you there. He congratulates you on completing the Ordeal of Doubt and tells you that it's time to press forward into the depths of the Dragonfly Forest of the Netherworld.

Take a moment to speak with Ni, and he gives you more information about Koris, and your upcoming trial. He warns you that the Wind Boss is waiting for you inside the Dragonfly Forest of the Netherworld and that you must be careful. Things are never what they first seem.



Falling prey to doubt. She asks that you forgive him and consider his situation.

Once you've cleared the Beetle Forest of the Netherworld, you're automatically returned to Nagi Village. Ni is waiting for

you there. He congratulates you on completing the Ordeal of Doubt and tells you that it's time to press forward into the depths of the Dragonfly Forest of the Netherworld.

Make sure to restock your inventory, and Ra reveals that Koris is actually her uncle. She tells you that he left his village shortly after

Visit Mu, as well, to heal up and empty your Firefly Cocoons. Because you know that you'll be facing a powerful boss that specializes in Air attacks, you must equip a Fire-based Minion that's powerful enough to go up against him. Once you've taken care of business, head back to the throne room and save your game in front of the Kaya Gate. It's time to take on the Dragonfly Forest of the Netherworld!

Forest Walkthrough

It's especially important to bring along a good amount of Valerian Powders to avoid suffering too much from the Poison attacks that the Wind Boss will inflict.

Minion Table

Minion	Level	Element
Hirasag	13	Earth
Amasag	13	Water
Dogle	14	Fire
Skarunga	14	Air
Zulmoo	14	Water
Geenwee	15	Water
Karn	15	Fire
Mugoo	15	Earth

Items List

- Skeleton Key x1
- Chestnut Oil x1
- Bletilla Oil x1
- Sleep Spores x1
- Thunderbolt
- Jewel of Wind



Dragonfly Forest of the Netherworld



Entrance



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Dragonfly Forest of the Netherworld

Dragonfly Forest of the Netherworld

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Weapon:
Thunderbolt





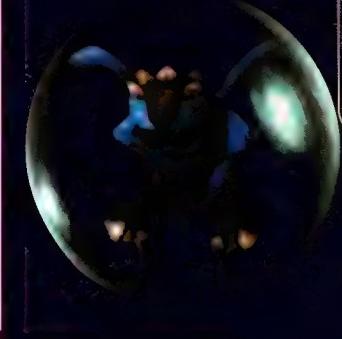
Dragonfly Forest of the Netherworld

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Dragonfly Forest of the Netherworld

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95



Vamp Point

Skeleton Key





Dragonfly Forest of the Netherworld

Larva Gate



93



Chestnut Oil x1
Bletilla Oil x1
Sleep Spores x3



Save Point

93



Kikinak/
Wind Boss



Walkthrough



Much like Beetle Forest of the Netherworld, this forest is also an exact replica of Dragonfly Forest, which you passed through earlier in the game.

There's one Skeleton Key to collect, as well as a new spear to find and a Gehenna Pale Chest to unlock. The Warp Points still don't work in this version of Dragonfly Forest, so don't depend on them to get around. You'll have to foot it all the way through.

To fetch the Skeleton Key, you need to find your way to the deep cave where you first ran across Kikinak the Birdman. Remember picking up that Secret of Killing tablet in the middle cave housing a small pool and a Save Point! Well, the Save Point is still there, but the tablet has been replaced by a glittering Skeleton Key. Pocket it and seek out the Gehenna Pale Chest.



Before you go rushing off to find the Chest, stop by the Poacher's Camp near the cliff down the hall from the spiral canyon walkway. You'll be relieved to

know that the Poacher is no longer guarding his camp; he's been replaced by a shiny spear. Pick up the mega-powerful Thunderbolt and equip it if you like. Time to find the chest!



You find the chest sitting at the far end of the small garden area to the immediate right of the Larva Gate. If you don't remember where that is, simply proceed as if you're going to meet

Kikinak in the strange snowy area at the far north end of the forest. When you locate the chest, you find bottles of Chestnut Oil and Blettilla Oil waiting for you inside. You also can pocket three very important bags of Sleep Spores.

Now you must track down the Wind Boss. Proceed through the Larva Gate and hoof it through the snow-covered paths on the other side. When you reach the area where you last met Kikinak, you find him waiting for you.



He immediately launches into a monologue about Kelmar. Apparently, he knows from talking to Kelmar on numerous occasions that your own best friend is deeply in love with Mahbu! At that moment, Kikinak transforms into Kelmar himself!

Kelmar then admits his love for Mahbu and reveals that he is incredibly jealous of your relationship with her. He doesn't understand why she ended up with you, when he's the one

who was always there for her whenever you ran off to the forest. But before you can talk to your friend about what he's been feeling, the Wind Boss takes over!





The Wind Boss tells you that he despises humans for being weak and claims that he won't let the darkness in Kelmar's heart dissolve. He then challenges you to take him

on in a fight to decide your dedication to your friend. You have no choice but to put up your dukes and join in.

The Wind Boss

Recommended Level of Minions: 18

Reward: Jewel of Wind



If you're quick enough, you can summon a Fire-based Minion and get a quick hit on the Wind Boss before it summons the super powerful Air-based Minion,

Seterian. But once Seterian appears, you must proceed very carefully.

The Minion's Physical attacks are absolutely devastating and it harbors a very harmful Poison attack, as well. Heal as you go and use your Fire-based Minion to cast a spell that reduces Air magic damage and strengthens Fire effects. If this isn't possible, you may want to use an Agni's Blessing to accomplish the same task.

This is an incredibly tough battle, so it may even be wise to have equipped two Fire-based Minions to defeat Seterian and pummel the Wind Boss afterwards. Heal your Minions when you get a chance, but rely on using two Fire-based Minions to see the fight through.

Once the battle is over, Kelmar reappears. He's "seen the light" and now realizes why Mahbu is in love with you. He admits that he still has some jealousy over what you have with Mahbu, but asks that you two remain best friends, no matter what.

As the scene fades, you receive the Jewel of Wind!



Spider Forest of the Netherworld

Ordeal of Loneliness

When you're transported back to the throne room of the Nagi Village, Ni is waiting for you. He congratulates you on capturing the second to the last jewel and praises the strength of your friendship to Kelmari.



and warns you that you're getting close to meeting up with the Chosen One of Darkness.

Take this warning to heart, and make your preparations accordingly. Equip many different elements when you're choosing:

Minions, but it's wise to ensure that one of them is a Water-based Minion. If you have to, build up your Minions' levels by entering the forest, fighting several battles, then exiting to replenish your supplies and health.

When you're ready, it's time to meet with the Earth Boss!



Forest Walkthrough

You should now have enough time to fully restock your inventory and even max out some of your supplies. It's a wise idea to have a full load of Tendai Uyakus as well as Meta-Mugworts and Excellent Liquors. The upcoming forest harbors more than one boss fight, so you want to be completely prepared.

Minion	Level	Element
Tragaron	16	Earth
Berbansa	16	Air
Turen	17	Earth
Uglam	17	Air
Jirahl	18	Water
Carmine	18	Fire
Robun	18	Water
Noobwee	18	Earth
Mukshab	18	Water
Terhambu	18	Water
Dogpara	18	Water
Spiral	18	Fire

Items List

Bitter Mugwort x3
Special Liquor x3
Great Walnut x2
Urvy's Blessing x3
Agni's Blessing x3
Tendai Uyaku x1
Jewel of Earth



Spider Forest of the Netherworld



Spider Forest of the Netherworld



Entrance



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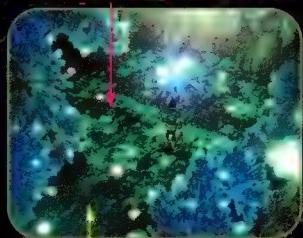


Warp Point

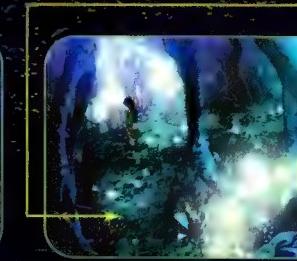
Save Point



Yami / Earth Boss



Spider Forest of the Netherworld



Magic Barrier

Save Point



105





**Yamo
Earth Boss**

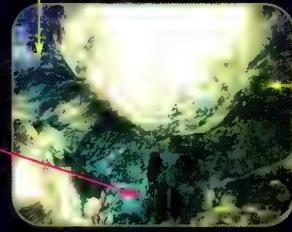
Spider Forest of the Netherworld



Spider Forest of the Netherworld



Bitter Mugwort x3
Special Liquor x3
Great Walnut x2



Urvy's Blessing x3
Agni's Blessing x3
Tendai Uyaku x1



Save Point



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Spider Forest of the Netherworld

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To Earth Boss
and Divine Tree



Walkthrough



Just like the last time through the Netherworld Forests, you find that this Spider Forest is exactly like the former one in the Sacred Forest. This time

through, you won't need to find Totoyamu in his alcove to pass through the magical barrier—it's already been activated. But the Warp Points still don't work and there are several forms of the Earth Boss waiting for you.

Another key point of interest is that there are two Gehenna Pale Chests in Spider Forest of the Netherworld, but only one Skeleton Key to be found. It's lucky for you that you didn't sell that extra Skeleton Key that you've been carrying throughout your trips in the Sacred Forest, right?

Also, be aware of is that if you revisit the different areas of the forest where you met up with Yamu, Yami, and Kakayamu, you'll find the Earth Boss. Each time you stumble on him, you have to fight him. But he refuses to give up the Jewel of Earth after each of the three fights, so you have to find the Divine Tree to fight the last version of the Earth Boss.



So, let's get started. Proceed to the area where you first found Yami a few screens to the upper right from the first Warp Point near the entrance to the forest. She scolds you for ruining the forest, then quickly turns into the Earth Boss.

His attacks are completely physical and not too powerful if you've built up your Water-based Minion considerably. Just keep whittling away at his hit points and you emerge victorious. He warns you that the forest is "brimming with infinite wrath" and takes off before you can receive the Jewel of Earth from him.



Next, proceed to the hut area where you ran into Kakayamu searching for the Divine Tablet. Before you can even enter the small straw hut, she appears and picks up where Yami left off in scolding you.

She then transforms into the second form of the Earth Boss. But he's no tougher than the first one, and your Water-based Minion should be able to polish him off with no problem. He's still not going to give up the Jewel of Earth and takes off before you can protest. Save your game, then head over to the area where you found the Poacher digging around in the large dinosaur skull.



Continue to the left until you reach the small cul-de-sac where you previously picked up the Divine Tablet. In its place sits the only Skeleton Key to be found in Spider Forest of the Netherworld. You should now have two keys in your possession.



Head east to the next screen, then south one screen. From here move west to the tiny clearing where you met up with Yamu. He'll be waiting for you, and it's time to fight once again.

You learn that this Earth Boss is no tougher than the other two in the forest. Beat him down with your Water-based Minion and he disappears once more. This guy is getting to be a bother! Your only option left is to proceed to the area past the magic barrier and track down the Divine Tree. Perhaps Totoyamu is there.



Head through the magic barrier two screens to the left of where you first found the Poacher in the original version of Spider Forest. As you cross through, continue

heading straight along the path until you arrive at the dead end on the far side from the magic barrier entrance.

You find a Gehenna Pale Chest just begging to be plundered. Inside the chest are three much-needed Bitter Mugworts, three equally necessary Special Liquors, and two Great Walnuts. Remember that you can't use the Great Walnuts during battle, so use them when necessary on the field screen.

Continue toward the Divine Tree area by passing through the area harboring a crater in the center with a wide path running around it. You discover that the second Gehenna-Pale Chest is located at the southern end of the walkway circling the crater in this area.

Use your last Skeleton Key to open it and claim the loot inside. You receive three helpings each of Urvy's Blessing and Agni's Blessing, as well as a single Tendai Uyaku. Once you've put the items away in your inventory, continue to the left and across the root-like paths that ultimately lead to the heart of Spider Forest of the Netherworld.

Make sure that you're prepared before crossing into the Divine Tree area by healing now. When you're set, head onto the screen past the root paths and you see a familiar face waiting for you.



Totoyamu sits at the edge of the shore facing the Divine Tree. As you enter the area, he takes a moment to chastise you for imprisoning the Divine Tree and blames you for the rage of the Sacred Forest. But even as he says the words, you hear a voice starting to come through as he dissolves in a flash of light.

It's Mahbu! She's been thinking about things and confronts you with several issues. She's both angry and confused over

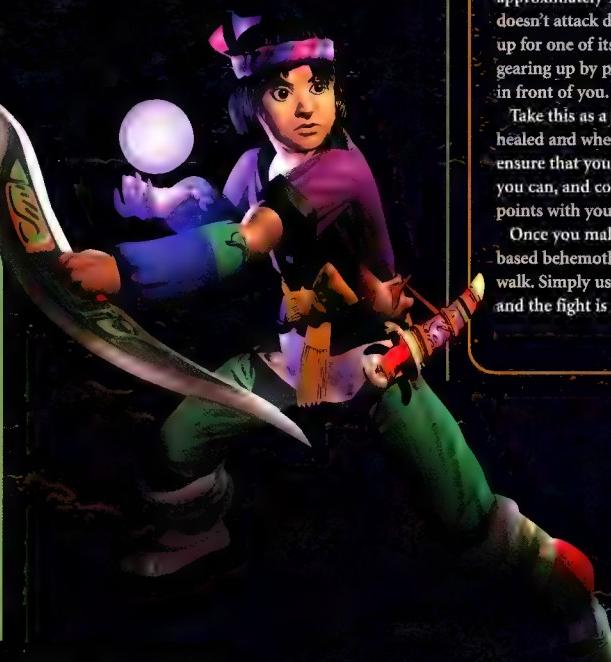
your duty as Cocoon Master and demands that you tell her why you fight. She doesn't understand why she must endure the pain of the Cursed Brandings or who she is suffering for.

During her surprising tirade she calls you a "pitiful boy who can only play the flute!" Her words are shocking and painful, but you can tell that she's more hurt than angry.

As she proceeds to tell you of her hatred of grown-ups and their blind loyalty to tradition, she still pleads with you to remain by her side. She's deathly afraid that you'll run off like your father and leave her alone.



Spider Forest of the Netherworld



he's brought company. He taunts you and boasts that he knows the true Mahbú; the one with a dark heart and deep doubts. You can't let him get away with this! It's time to take up your weapon and fight.



And as her words begin to trail off, the real culprit appears. It's the Earth Boss, again, and this time

The Earth Boss x 3

Recommended Level of Minions: 22
Reward: jewel of Earth



Although the Earth Boss is exactly the same creature you've fought three times during your journey through the forest, this time he's brought along his Minion. And it's a powerful one, at that!

An Earth-based Minion, Delfanel is a massive rock-like monster that takes up the entire screen! Lucky for you, its patterns are easy to decipher. The majority of its attacks are physical and incredibly powerful, taking off approximately 170 to 200 HP per hit. But Delfanel doesn't attack during each round. When it's powering up for one of its special attacks, it spends one round gearing up by pounding its foot squarely on the ground in front of you.

Take this as a hint to have your Minion completely healed and when it happens, heed the warning. Always ensure that your monsters are at maximum HP when you can, and continue to chip away at Delfanel's hit points with your Water-based Minion.

Once you make it through the fight with the Earth-based behemoth, the Earth Boss himself is a literal cake walk. Simply use your previous tactics to take him down and the fight is over!





After the fight, Mahbu regains her composure. She now understands you completely, as well as the

feelings deep in her own heart. She reveals to you that the entire time she's been afraid of love and the notion that she has a tendency to bind people in a suffocating union.

She realizes that she was wrong and that love doesn't have to be this way. She asks that you continue to be strong and continue to love her, even with all of her weaknesses and doubts. She promises to do the same for you.



As Mahbu fades from the scene, you realize what your journey has meant to those around you. And as it all dawns on you,

the Jewel of Earth appears for you to take.



Spider Forest of the Netherworld



The Dream Man



As you collect the last Jewel from the shore near the Divine Tree, all four of the Jewels you've collected emerge and begin to rotate in the air

before you. As they begin to merge together, the glow they radiate creates a brilliant shaft of light that reaches far into the skies.

As you watch the show, suddenly a voice calls to you. It's the Dream Man! He introduces himself as the Chosen One of Darkness and reveals that he's impressed with how far you've come. He challenges you to "heal his sadness before the moth emerges from the Divine Cocoon." If you don't, you risk losing all of Parel to the spreading darkness. Get ready for the toughest fight of the game.



Fighting Cushidra

Recommended Level of Minions: 23



This is by far the most difficult test of your fighting abilities thus far. Not only does Cushidra wield the most powerful physical and magical attacks in the game, but it also can shift elemental affinities at the drop of a hat. Therefore, you'll be fighting against an Air-based version of Cushidra one minute, and battling the Fire-based version of it the next!

The trick to surviving the fight is knowing when to summon which Minion. This approach is successful because Cushidra's transformation between elements usually takes an entire turn. The order in which Cushidra transforms is this: Earth, Air, Fire, then Water. Each form of Cushidra also packs different spells and attacks.

The main problem with this fight is not necessarily the high level of difficulty, but the fact that you only have three Minions in your inventory. If you've managed to merge Minions from various different elemental backgrounds, you'll be in luck. But if you've concentrated on building up a Minion from each element separately, it'll be a lot more difficult.



In this situation, you simply have no choice but to choose your toughest Minion to withstand attacks from an opposing elemental shift in Cushidra. For example, if you only have a Water-based

Minion, a Fire-based Minion, and an Earth-based Minion to fight with, you may want to use your Water Minion to withstand the Air form of Cushidra. This way, you won't bear the most damaging brunt of the Air attacks, and you can defend during the round to gain back Mana.

You also must be aware of Cushidra's different attacks as each form. Although most of its different elemental forms simply use element-specific attacks, be forewarned that its Water form can heal itself and its Earth form relies mainly on physical attacks.



Switch between your Minions and find the rhythm for progressing through each full rotation of all four elemental forms. Anticipate these changes whenever Cushidra starts to transform, and answer back by summoning a counter-elemental Minion. Switch to Levant only when you need to heal, and you should be able to win the fight before long.

End Boss



Once you've laid Cushidra to rest, you have to go up against the Dream Man once again. His attacks are fairly powerful, but after surviving Cushidra, you'll find this fight depends more on whether your depleted supply contains enough items left over to heal you and your Minions.

The Dream Man has only one attack. It may be physical, but it can still do enough damage to extinguish one of your weaker Minions. It's smart to use an Earth-based Minion, because this is his biggest weakness. Keep using your Special Attacks to chip away at his hit points and you'll emerge victorious in no time.

The Finale



When you manage to defeat the Dream Man, once and for all, you're shocked to discover that you've been dueling your father all along! Riketz sheds his mask and costume to congratulate you

on how far you've come.

He tells you that he's been waiting for you since he disappeared into the forest so long ago. He realizes that you must harbor some hatred for him for what he did to the village and your mother, but asks that you try to understand why he did what he did. He claims that this was the only way for him to reach "true Purification" and that he has never once forgotten about you or Phio during his long journey.



Riketz has learned a lot and sits you down for a long chat about the struggle between good and evil, as well as light and darkness. We always choose to ignore evil, he tells you, but by doing so, we're also ignoring the inherent balance between the two throughout all of nature. He's ecstatic that you and he could make light and darkness whole again for all of Parel and the Sacred Forest.



Next, he asks that you join him in playing a tune that he taught you when you were a child. As you pull out the Ocarina, you and your father begin to play the notes of the *Symphony of Light and Darkness: the Requiem of Souls*.



As the music hits the air, you learn that this is the tune that sets free all the trapped souls! The twin dragons, Kumaya and Kaya, emerge from the root of the Divine Tree and free it from its unnatural prison once and for all.

Congratulations, you've won! Now, sit back and enjoy the ending cinema and make sure to read the Secrets Chapter in the next section of the book to bone up on what other hidden modes lie within *Jade Cocoon*.

Don't leave just yet! After the closing credits, you have an opportunity to save your game. Doing so enables you to enter the Eternal Corridor once you load your end save.



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The
Finale

Eternal Corridor

Bonus Mode!



As mentioned in the Game Basics chapter of this book, *Jade Cocoon* contains an extra game mode called Eternal Corridor.

This mode allows you to load an End Save and play through a completely new game wherein you can fully concentrate on capturing new and unique Minions, Merging Minions, and raising your levels.

Each corridor in this new mode is randomly generated each time you reenter the forest, thus changing the paths and the Minions wandering them. Rare items and rare Minions are unlocked each time you exit and reenter the corridor, increasing your chances of capturing unique monsters or winning items not available in the main game.

But be warned—there are *no save points* in the countless sections of the Eternal Corridor. The only way to record your game is to use the Hunter's



Earring, which will allow you to completely exit the Eternal Corridor and save your game at the Save Point at the entrance. You then have to start your journey over at the first Corridor and work your way through once again. You get the same result if you happen to perish in battle while wandering the Eternal Corridor; you're booted back to the entrance to restart your adventure at the beginning.



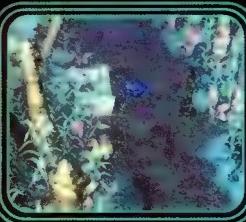
The only good news is that you retain all captured Minions, collected items, and levels that you earned up to the point you exited the forest. You also can shop and Purify your Minions at the entrance to the Eternal Corridor by visiting either Ra or Mu just outside the throne room.



Take care to browse the shop's selection—many new and previously unavailable items are now up for sale. Weapons and armor items that weren't accessible in the main game are also available for purchase at the shop. Just remember, you still must Spin Cocoons to sell for precious Yan if you want to purchase some of the more expensive items.

Rare Minions

During your numerous trips into the different corridors of this new game mode, you might notice that the Minions wandering the paths change each time you reenter the forest. Among these Minions, you'll find some that weren't accessible until now.



Take every opportunity to capture new and unusual Minions so you can experiment with them back at Ra's. You may find that you have one of the ultra-rare Minions stashed away in

your Firefly collection. For specific information on the ultra-rare Minions, check the Minion Compendium at the end of this guide.

Bosses

At the end of each corridor you'll stumble upon a boss eager to fight you. Each boss monster is unique and requires specific strategies in order to be defeated. If you win a battle against one of these bosses, you have a chance to lay your hands on a special Minion Skin that can be used only in the Chamber of Purity outside the Eternal Corridor.

The following sections describe each boss in the Eternal Corridor and give a special strategy for beating them. Remember, as you progress past the initial eight corridors, you'll have to battle an additional form of the boss during the boss fight. For instance, when you reach Corridor 9, you have to fight two Paloojs, instead of just one. Then, in Corridor 17, you must fight three Paloojs. This pattern continues as you enter higher Corridors.

And to answer the inevitable question: Yes, the Eternal Corridor really is eternal. There's absolutely no end to it.

Most of the bosses in the Eternal Corridor stick to one element, while others (most notably Palooj) may randomly change. Although this happens only once in a great while, it's a good idea to always be prepared for any situation in a boss fight.

Palooj



Element: Fire

Attacks: Critical, Physical

Strategy: When you finally meet up with Palooj, it's a good idea to attack quickly and with your most powerful Water-based Minion. Although

Palooj's physical power and defensive strength aren't too great, its Critical attack can guarantee an early death if it manages to hit your Minion with full force. A good way to counter Critical attacks is to use a Minion with a Critical attack in its Specials inventory. This way, your Minion is more resistant to an attack of the same kind.

Ticker



Element: Earth

Attacks: Earth spells, Physical

Strategy: By far one of the most difficult bosses in the Eternal Corridor, Ticker is quick (it may attack more than once per

round) and packs a heavy punch with its magic spells. Its main attacks consist of varied Earth spells, which either surround your Minion with a small circle of rocks (less powerful) or rain large boulders (very powerful). Even if you're using an Air-based Minion, the fight is tough—especially if you're fighting more than one Ticker at a time. It's wise to use a spell to reduce the damage taken from Earth attacks during the first round of the battle. It's also smart to use a Minion with relatively high speed in order to get in the first attack on Ticker.



Eternal Corridor

Jeechwo



Element: Water
Attacks: Water
Special Attack,
Physical

Strategy: After clearing Ticker's neck of the woods, you come across Jeechwo waiting for you at the next corridor's

exit. While nowhere near as nasty as Ticker, Jeechwo can deal out some very damaging Special Attacks. Use an Earth-based Minion to whittle away at Jeechwo's hit points and you'll survive intact.

Kolna



Element: Air
Attacks: Air spells,
Death

Strategy: Kolna's biggest claim to fame is its Death attack. Although the spell is hard to pull off with success, if it hits your Minion,

the show's over and you have to use a Tendai Uyaku to revive it during the fight. Make sure to use a tough Fire-based Minion to combat Kolna, and keep plugging away to defeat it before it has a chance to cast the Death spell repeatedly.

Sicanjal



Element: Air
Attacks: Physical
Strategy: The real secret to taking out Sicanjal quickly is to use your Magic attacks as opposed to simply relying on physical strength.

Sicanjal's physical attacks aren't incredibly powerful, but its physical defense remains very high and won't go down easily with mere blows. You need to pull out the magic spells, and the fight will be over soon enough. It's especially important to use a Fire-based Minion to get the job done quickly.

Timaios



Element: Water
Attacks: Physical,
Drain/Steal HP
Strategy: When you enter the fight against Timaios, you notice that it has a new spell up its sleeve. Most of Timaios' attacks remain strictly

physical, but it also has a spell that can take hit points from your Minion and absorb them to heal itself. You must use an Earth-based Minion that can attack quickly and efficiently with physical attacks to prevent Timaios from healing itself using the Drain/Steal HP attack.

Yolga



Element: Water
Attacks: Physical
Strategy: Yolga's main strength lies in its strong physical attacks as well as its high defense. It's not especially vulnerable to magic or physical attacks, so your best

bet is to simply keep whittling away at its hit points until they're all gone. Use a tough Earth-based Minion with very strong attack power to fight for you in this boss battle, and be persistent and patient.

Klarrgas



Element: Fire
Attacks: Flesh-to-Stone, Poison, Sleep, Physical
Strategy: Klarrgas is probably the most brutal of the Eternal Corridor bosses and requires a very special strategy. First off,

you'll be shocked to find that it can cast damaging spells that run the gamut of status anomalies—including Flesh-to-Stone, Poison, and Sleep—while dealing out some serious physical damage each round. This is a tough fight, and the only way to damage Klarrgas is to use status attacks. You need to summon a Minion that is powerful and able to cast Flesh-to-Stone. Otherwise, simple attacks

or magic spells won't do a lick of damage to it. Have Levant equip an anti-status item, such as the Anti-Stone Choker, to survive the round where he has to cure and heal the fighting Minion. Keep up your attacks, ensure that your Minion's Mana and HP are replenished, and you'll eventually win this fight.

The Minion Skins



After fighting any of the bosses in the Eternal Corridor, you may be able to acquire that specific Minion's "skin" as a dropped item. This doesn't happen all the time, but when it does, you're in luck!

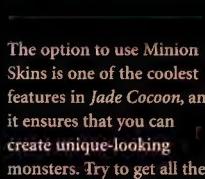
The next time you visit Ra in the Purity Chamber back at the Nagi Village, choose to Merge some of your captured Minions. After you select two Minions to Merge, Ra asks you if you want to use a Minion Skin during the process.



If you say "yes" to Ra's question, you can choose which Minion Skin you'd like to use. To immediately see what happens when you use a Minion Skin, choose to view the potential Minion in the Merging menu. Depending on which skin you use, your Minion takes on the patterned fur of the skin you select. Therefore, if you use a Palooj Minion Skin, your new Minion looks strangely like a panda bear.



The option to use Minion Skins is one of the coolest features in *Jade Cocoon*, and it ensures that you can create unique-looking monsters. Try to get all the different Minion Skins, and you'll be able to try all sorts of weird combinations!



Items

This section indexes the items you'll be able to collect, buy, and sell within *Jade Cocoon*. You'll be relying heavily on your inventory to replenish your health, as well as the health of your Minions, so it's a wise idea to know your items well. All items are only available for one use.

Name	Used On	Price (Yan)	Description
Mugwort	Levant	15	Restores Health. Grows in open areas of the forest. Increases health and slows bleeding. Grind leaves into powder and apply to wounds.
Meta-Mugwort	Levant	50	Restores Health. A type of mugwort, but smaller, sweeter smelling with fuzzy leaves. Cures bleeding and reduces fever.
Bitter Mugwort	Levant	500	Restores Health. A type of mugwort with a really strong smell and powerful taste which allude to its strong curing power.
Great Walnut	Levant	-	Increases Max Health. A nut packing energy for sprouting a new tree. Strengthens the body and protects against aging.
Bletilla Oil	Minion	-	Increases Minion Magic attack. Oil from tree with purple blossoms. Strengthens Minion's will.
Ichishi Oil	Minion	-	Increases Magic Defense. Oil from a plant with red flowers. Strengthens Minion's spirit.
Chestnut Oil	Minion	-	Increases Minion Attack Power. Oil from a tree with sharp thorns. Sharpens Minion's claws.
Kukumira Oil	Minion	-	Increases Minion Defensive Power. Oil from a plant with white flowers. Hardens Minion's skin.
Shishiudo Oil	Minion	-	Increases Minion Speed. Oil from a very potent plant. Strengthens Minion's legs.
Shab Liquor	Minion	50	Restores Minion HP and Mana. Liquor made from a pickled Shab Minion. Restores some HP and Mana.
Fine Liquor	Minion	100	Restores Minion HP and Mana. Liquor made from a pickled Shab Minion. Restores Minion HP and Mana to a certain degree.
Excellent Liquor	Minion	200	Restores Minion HP and Mana. Excellent liquor made from the pickled Shab Minion. Restores a great deal of Minion HP and Mana.
Special Liquor	Minion	-	Restores Minion HP and Mana. Special liquor made from pickled Shab Minion. Restores all Minion HP and Mana.
Tendai Uyaku	Levant/Minion	1500	Total Restoration. Dried root of a great tree from deep in the forest. Also called the Immortality Root. Adjusts the visera.
Cloud Silk		-	Silk thread spun from white cocoon. Gives off shine that grabs attention. Seventh highest grade of silk.
Thunder Silk		-	Silk thread spun from white cocoon. Emits vague instantaneous flashes of light. Sixth highest grade of silk.
Lily Silk		-	Silk thread spun from white cocoon. Gives off dazzling shine. Fifth highest grade of silk.
Pearl Silk		-	Silk thread spun from white cocoon. Gives off moderate clear shine. Fourth highest grade of silk.

Name	Used On	Price (Yan)	Description
White Silk	Silk	100	Silk thread spun from a white cocoon. Gives off a phosphorescent white shine. Third highest grade of silk.
Red Silk	Silk	150	Silk thread spun from white cocoon. Gives off unearthly brilliant shine. Second highest grade of silk.
Valarian Root	Levant/Minion	15	Poison Antidote. Powdered form of dried Valarian Root. Soothes the spirit and drives out poison.
Ikari Powder	Levant/Minion	50	Stone to Flesh. Powder made from sun-dried Ikari Herb. Increases inner strength to turn stone back into flesh.
Ring of Venom	Enemy	200	Sprays Poison. Releases mist when broken. Instantly causes excruciating pain.
Ring of Sleep	Enemy	100	Induce sleep. Releases a sleep mist when broken. Causes a deep slumber equal to that of Sleep Spores.
Ring of Stoning	Enemy	300	Flesh to Stone. Releases a flesh to stone mist when broken. Causes gradual body hardening starting at the feet.
Ring of Death	Enemy	500	Cause Death. Releases a death mist when broken. Instantly causes death by stopping the heart.
Mirror of Deva	Levant/Minion	200	Protection from All. Reflects all unclean elements. Protects against all abnormal states, but will break in the process.
Urvy's Blessing	Levant/Minion	200	Change Area Properties. A charm blessed by Urvy, the Disciple of Earth. Changes area properties to the advantage of Earth.
Vary's Blessing	Levant/Minion	200	Change Area Properties. A charm blessed by Vary, the Disciple of Water. Changes area properties to the advantage of Water.
Agni's Blessing	Levant/Minion	200	Change Area Properties. A charm blessed by Agni, the Disciple of Fire. Changes area properties to the advantage of Fire.
Malty's Blessing	Levant/Minion	200	Change Area Properties. A charm blessed by Malty, the Disciple of Wind. Changes area properties to the advantage of Wind.
Urvy's Seal 1	Enemy	200	Attack Single Enemy with Earth. Seal with the Mark of Urvy, the Disciple of Earth. Inflicts an Earth-based attack against a single enemy.
Urvy's Seal 2	All Enemies	300	Attack All Enemies with Earth. Seal with Mark of Urvy, the Disciple of Earth. Inflicts an Earth-based attack on all enemies.
Vary's Seal 1	Enemy	200	Attack Single Enemy with Water. Seal with Mark of Vary, Disciple of Water. Inflicts a Water-based attack against a single enemy.
Vary's Seal 2	All Enemies	300	Attack all Enemies with Water. Seal with Mark of Vary, Disciple of Water. Inflicts a Water-based attack on all enemies.
Agni's Seal 1	Enemy	200	Attack Single Enemy with Fire. Seal with Mark of Agni, Disciple of Fire. Inflicts a Fire-based attack against a single enemy.
Agni's Seal 2	All Enemies	300	Attack all Enemies with Fire. Seal with Mark of Agni, Disciple of Fire. Inflicts a Fire-based attack on all enemies.
Malty's Seal 1	Enemy	200	Attack Single Enemy with Wind. Seal with Mark of Malty, Disciple of Wind. Inflicts a Wind-based attack on single enemy.
Malty's Seal 2	All Enemies	300	Attack all Enemies with Wind. Seal with Mark of Malty, Disciple of Wind. Inflicts a Wind-based attack on all enemies.
Skeleton Key	Levant		Key to Treasure Chests. Multi-purpose key for opening Gehenna Pale Chests. Bends and is useless after one use.
Sleep Spores	Area	100	Tree Spores. Sweet-smelling sleep-inducing spores from a tree. Causes surrounding Minions to fall asleep.





Valuables

Valuables are items that remain in your inventory either for the duration of the game or until they are needed to trigger an event. Some valuables—like specific forest keys—can be used repeatedly, while others are only used during certain events.

Name	Description
Hunter's Earring	Symbol of an adult Cocoon Master. Takes you back to the Barrier Gate when worn.
Flute of Capture	Musical instrument, passed down for generation. Needed for capturing and summoning divine Minions.
Kickleberry	Rare berry only found in depths of forest. Strange smell shunned by some, loved by others.
Champion's Belt	Champion's Belt for Parel's Wrestling Tournament. Brings back fond memories of Grotta's youth.
Capture Amulet	Amulet packing the essence of the Act of Gehenna. Captures the Divine Tree (earthly incarnation of God).
Tears of Reese	Gift from Mahbu. Gives off spectacular light. Bestowed to young Mahbu by the Nagi Chief.
Beetle Key	Key carved in the shape of a beetle. Unlocks the gate to Beetle Forest.
Dragonfly Key	Key carved in the shape of a dragonfly. Unlocks the gate to Dragonfly Forest.
Calabas Powder	Powder infused with Calabas Herb. Said to wake the sleeping and cure the sick.
Spider Key	Key carved in the shape of a spider. Unlocks the gate to Spider Forest.
Ocarina	Ocarina given by Kikinak as token of friendship. Used to summon Kikinak.
Calabas Herb	Source of Calabas Powder. Said to wake the sleeping and cure the sick.
Moth Key	Key carved in the shape of a moth. Unlocks the gate to Moth Forest.
Minion Fang	Bone of a beast sharpened by the wind and snow. Very hard and useful for making a new weapon.
Larva Key	Key modeled after a dragonfly larva. Oversized and sturdy key for a large door.
Pupa Key	Key modeled after a moth pupa. Oversized and sturdy key for a large door.
Beetle Warp	Used for travel in Beetle Forest. Allows user to teleport between two points.
Dragonfly Warp	Used for travel in Dragonfly Forest. Allows user to teleport between two points.
Spider Warp	Used for travel in Spider Forest. Allows user to teleport between two points.
Divine Tablet	Tablet inscribed with the divine story of Creation.
Knowledge 1	Water-based attacks are effective against Fire-based creatures. Fire-based attacks are effective against Wind-based creatures.
Knowledge 2	Higher attack and Mana values result in more effective normal special and magic attacks. The higher your speed, the more turns you receive to attack the enemy.
Knowledge 3	While poisoned, your physical and magic attack decreases and you do less damage. You will also lose HP at the start of your turn.
Knowledge 4	While inflicted with sleep, you cannot act. Your physical and magical defense and avoidance ability decrease, resulting in more damage from attacks.
Secret of Killing Birdman	Tablet found in the Dragonfly Forest. Triggers an event with Birdman causing him to morph into a different character. You cannot hold onto the tablet for more than a few moments.



Name**Description**

Knowledge 5

While turning to stone, your body gets harder with each turn, eventually leading to death. Accuracy and avoidance will decrease while body hardens.

The first minion absorbs the level and experience of the second. It is the same as what happens when one of your minions defeats another in the forest.

Minions that use poison are also resistant to it. Merging such a minion with another creates a new poison-resistant beast. The same also applies to minion with sleep and flesh-to-stone attacks. Mana will recover slightly and damage is less likely while defending. Defend skillfully to boost your special attack and magic power.

Your elemental attack power is related to the amount of elemental properties you have.

Blue jewel glowing with a strange light. Testament to your ordeal. Opens the Kumari Gate.

Red jewel glowing with a strange light. Received from Koris in Beetle Forest of Netherworld.

Yellow jewel glowing with a strange light. Received from Kelmar in Dragonfly Forest of Netherworld.

Green jewel glowing with a strange light. Received from Mahbu in Spider Forest of Netherworld.

Merging 1

Merging 2

Magic Usage 1

Magic Usage 2

Jewel of Water

Jewel of Fire

Jewel of Wind

Jewel of Earth



Weapons

Every time you equip a new weapon, make sure to check how it affects your stats. Some will be very powerful, but equipping them may lower your attack speed in battle. It's wise to always consider the strengths and weaknesses of the weapons you equip or are considering buying.

Name	Price	Description
Knife	50	Small Knife. Often used for playing in the woods or at the river.
Dagger	100	Small Knife. Used for cutting away branches and carving meat.
Aquazor	400	Spear. Provides divine protection from Water so its tip never rusts.
Bronze Sword	500	Long Sword. Fairly heavy sword made of Bronze.
Sword of Speed	800	Short Sword. Light and easy to wield, allowing for attack and defense in one move.
Iron Sword	1000	Two-handed sword. Extremely large and hard blade made of iron.
Iron Axe	1000	Axe made of iron. Formidable weapon as would be expected from its weight.
Life Stealer	1500	Long sword. Famous sword that glows with a clear light. Gives power to its wielder.
White Horn	1900	Lavelin. Light and easy-to-wield spear tipped with a polished and sharpened bone.
Little Bird	2000	Short Sword. Provides divine protection of the Wind, lightening its user's load.
Whistler	3100	Spear. Sounds like the wind when thrust. Also good for slashing.
Nightglow	3500	Long sword. Blade imbued with poison. Refined but deadly weapon.
Blue Phantom	10000	Two-handed sword. Many blue sinews run about its blade. Provides awesome cutting power.
Thunderbolt	10000	Spear. Tipped with a sharp tusk. Can render enemy helpless.
Tsunami	10000	Long Sword. Undulating blade with awesome cutting power.
Spring Blossom	80000	Samurai Sword. Large, curved blade distinctively forged with spectacular blossom patterns.
Icicle	999990	Samurai Sword. Cold blade with a presence beyond words.
		Critically wounds the enemy with one swing.

Armor

Like weapons, each piece of armor has its strengths and weaknesses. Some will provide superior magic defense at the expense of speed, while others may boost all your defensive stats. Always consider the consequences of what armor you choose to buy and be careful not to waste money on those that will seriously lower one stat in favor of another.

Name	Price	Description
Hunter's Vest	50	Armor. Warm yet airy. Suited to the forest.
Leather Vest	100	Armor. Made of tanned leather. Strong yet quiet clothing.
Chain Mail Vest	300	Armor. Made of iron rings linked together. Light yet good at warding off attacks.
Wire Vest	500	Armor. Woven with thin iron wire. Light and unrestricted.
Plate Mail Vest	600	Armor. Made of iron plates. Heavy, but good at warding off attacks.
Reflecting Vest	2000	Armor. Made of mirror-like reflective material. Provides resistance against magic attacks.
Silver Vest	1200	Armor softer than some other materials but protects wearer with power of silver.
Divine Vest	2000	Armor. Made of hardest iron known. Yajako's greatest masterpiece.
Riketz Garb	2000	Clothing. Left behind by your father, Riketz. Withstands snowstorms and is very strong.
Nagi Garb	10000	Clothing. Woven from white cocoon silk. Light, warm and very sturdy.
Bloody Garb	100	Clothing. Clothes of one who fell by the wayside. Brings misfortune upon anyone who takes them.
Navy Blue Garb	15000	Clothing woven from high grade of silk from white cocoon. Calms the heart and wards off misfortune.
Forest Garb	20000	Clothing. Woven of highest-quality white cocoon silk. The breath of the forest is woven in.
Divine Garb (2)	-	Clothing. Dyed with the bark of the Divine Tree. The power of the forest flows through its wearer.





Attack	Defense	Magic Attack	Magic Defense	Speed	Notes
0	0	0	0	0	
+2	0	+3	0	-2	
+2	0	+3	0	-2	
+3	0	0	0	-3	
+3	0	0	0	+4	
+5	0	0	0	-3	
+7	0	0	0	-8	
+7	0	+3	0	0	
+8	0	0	0	-1	
+2	0	+10	+0	+12	
+10	0	0	0	+4	
+8	0	+5	0	+7	
+13	0	+5	0	+2	
+16	0	+7	0	+4	
+18	0	+5	+2	-	
+23	0	0	0	+17	

You begin the game with a Knife.

Protection from Water-based attacks.

Increases speed.

Lowers speed considerably.

Increases speed considerably.

Poisons enemy at random.

Attack Defense Magic Attack Magic Defense Speed

0	0	0	0	0
0	+1	0	+1	-1
0	+2	0	+2	-2
0	+3	0	+3	-2
0	+5	0	+4	-3
0	+9	0	+14	-4
0	+6	+5	+5	0
0	+9	0	+12	-3
0	+11	+10	+12	+3
0	+15	0	+16	+2
0	+24	+15	0	-3
0	+17	0	+18	+3
0	+19	0	+20	+2
0	+22	+5	+25	0



Other

Ornamental Items, such as Chokers and Bracelets, can greatly increase your ability to withstand certain attacks. Most will function mainly as status or magical defense items that you can equip, while others will increase your physical defense. Carefully consider the enemies you'll be facing in the forest you're entering in order to choose which Ornamental Item you should buy and equip.

Ornamental Items

Name	Price	Description
Leather Headband	100	Band with leather woven in. Protects head from animal claw scratches.
Iron Headband	500	Band with iron woven in. Tough, but heavy.
Silver Headband	1500	Band with silver woven in. Silver provides resistance to magic.
Blue Bead	400	Provides the divine protection of Water for resistance against Fire-based attacks.
Green Bead	400	Provides the divine protection of Earth for resistance against Water-based attacks.
Yellow Bead	400	Provides the divine protection of Air for resistance against Earth-based attacks.
Red Bead	400	Provides the divine protection of Fire for resistance against Wind-based attacks.
Sparrow Ruff	500	Made of sparrow feathers. Boosts heart and mind.
Iron Bracelet	500	Plain and unadorned design gives it a masculine appearance.
Silver Crown	500	Beautifully sculpted from silver. Helps focus Mana.
Hawk Ruff	500	Made of hawk feathers. Enhances aim of cutting attacks.
Holly Ruff	500	Made of holly leaves. Thorny, but provides protection against magic.
Poison Choker	700	Releases clean air. Increases resistance to poison.
Sleep Choker	700	Increases resistance to sleep.
Stone Choker	700	Releases clean air. Increases resistance to Flesh-to-Stone.
Super Choker	1000	Releases clean air. Increase body's resistance to all attacks.
Nagi Belt	-	Made of white cocoon silk blessed by a prayer for safe travel. Protects against cold and battle.

Capture Levels

As you increase your Capture Levels, you'll also be able to join higher ranks as Cocoon Master. The higher your ranking, the better chance you'll have of capturing tougher Minions in the forest. Your actual physical stats do not increase depending on your ranking, but your ability to capture Minions will become more advanced due to your ranking.

Capture Levels

Levels	Rank
Apprentice	Novice
Adept	Immaculate Hero
20 and above	Champion



**Attack Defense Magic Attack Magic Defense Speed**

0	+2	0	0	0
0	+3	0	0	-4
0	+2	+2	+2	-2
0	0	0	+1	+2
0	0	0	+1	+2
0	0	0	+1	+2
0	0	0	+1	+2
+10	0	0	0	-5
0	0	+10	+2	0
0	+2	0	+5	0
0	0	+3	+2	0
0	0	+3	+2	0
0	0	+5	+5	0
0	0	0	0	0

空
火
水
木
金

Complete Lists

Introduction

This chapter details the most important aspect of Jade Cocoon: the Minions. There are 150 basic monsters for you to find throughout both the main adventure and the Eternal Corridor mode of the game. Try to find them all with the help of this guide, then master the art of building the perfect beast by following the ‘Minion Cookbook’ section of this chapter.

The monster stats included in the list are level specific and will vary depending on what level the Minion is at when you encounter it. The higher the numbers, the higher the level that the Minion was recorded at for the purposes of this table. Instead, use the following stats as a measuring tool as to the monster’s relative strength or magic power.

The Minions

While a good portion of the Minions on this list can be found in the main adventure of Jade Cocoon, you won’t find most of them until you reach the Eternal Corridor.

There are more combinations of monsters just waiting for you in the Eternal Corridor, including super ultra-rare Minions! If you don’t find them in the main adventure, chances are you’ll stumble across them in the Eternal Corridor!

Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
 Skawasp	Air	29/23	23	17	22	16	24	-	Malti
 Radwasp	Fire	400/80	36	28	36	28	37	-	Agni
 Terwasp	Earth	419/83	36	30	36	30	35	-	Ulvi
 Radwasp	Water	335/82	35	26	38	30	36	-	Vahli
 Terfrayd	Earth	61/22	27	27	16	17	23	(Horn) Earth Attack	-
 Ragifrayd	Water	475/64	40	38	24	26	36	-	-



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
 Mafreyd	Air	491/61	41	40	22	24	36	(Horn) Wind Attack	-
 Pataraid	Fire	483/63	43	38	25	22	36	-	-
 Patash	Fire	25/25	19	15	25	26	20	(Horn) Water Attack	Agni
 Skash	Air	352/89	28	24	38	41	34	-	-
 Anash	Fire	301/106	21	20	45	42	39	(Fang) + Accuracy	Agnia
 Rad rash	Water	368/92	28	27	38	44	33	-	-
 Mukhambu	Water	25/25	18	18	24	27	21	(Horn) Water Attack	Medina
 Doghambu	Air	120/34	29	32	20	14	18	(Tail) Wind Attack	Sel Selahm
 Terhambu	Earth	437/53	41	20	20	20	45	(Foot) All Enemies	-
 Radhambu	Fire	420/42	38	17	18	18	39	(Tail) Fire Attack	-
 Nushab	Fire	30/22	22	24	20	24	17	(Fang) Poison	-



Monster Cookbook and Compendium

Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
 Mukshab	Water	426/56	41	37	21	36	29	(Tail) Water Attack + Critical	-
 Skaebeh	Air	32/19	25	23	17	18	20	-	-
 Radeeb	Water	457/75	38	36	29	32	30	(Tail) Water Attack	Medina
 Pateeb	Fire	452/69	40	38	28	30	29	-	-
 Patalchu	Fire	32/19	25	24	18	18	19	(Horn) Fire Attack	-
 Dogichu	Water	112/37	27	25	22	25	24	-	Selahim
 Raddichu	Earth	172/46	33	29	27	28	23	-	Selahim Venon Ad Venon
 Patagore	Fire	424/81	41	30	38	30	32	(Fang) Fire Attack	Agnis
 Radgore	Water	102/41	27	22	28	25	23	(Fang) Water Attack	Vahlis
 Skgore	Air	406/78	38	29	36	30	33	(Claw) Wind Attack	Maltis
 Tergore	Earth	410/77	36	30	35	29	30	(Claw) Earth Attack	Ulvis



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
Skwoot	Air	30/22	23	23	21	23	18	-	-
Pataoot	Fire	414/76	36	37	33	38	28	-	-
Teraoot	Earth	476/82	37	41	34	41	27	(Tail) Poison	-
Radoot	Water	413/75	37	35	34	36	57	-	-
Patbaran	Fire	199/37	36	25	18	19	29	-	-
Ladbaran	Water	508/57	42	33	21	26	37	(Horn) Water Attack + Power	-
Skbaran	Air	508/57	43	31	21	24	38	(Claw) Wind Attack + Power	-
Terbaran	Earth	508/57	43	34	21	27	35	(Tail) Earth Attack + Power	-
Marrdreg	Air	61/22	27	26	15	16	24	(Horn) Wind Attack	-
Raddreg	Water	203/36	34	26	17	21	29	(Horn) Water + Power	-
Patdreg	Fire	212/52	34	21	28	21	33	-	Medina



Monster Cookbook and Compendium

	Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
	Terdreg	Earth	205/38	34	22	20	22	27	(Horn) Earth Attack	-
	Maryen	Earth	99/52	18	19	31	31	25	-	Ulvi Deva Ulvi
	Embla	Water	304/99	22	23	43	42	32	-	Vahli Deva Vahli
	Oajin	Air	320/96	25	22	41	40	34	-	-
	Usk	Fire	326/94	26	22	43	40	33	-	-
	Ohma	Water	74/26	27	26	18	28	18	-	-
	Riggu	Earth	76/25	28	27	17	27	18	-	Y Y
	Galla	Earth	480/64	42	40	24	39	26	-	-
	Teralco	Earth	64/32	21	22	21	22	26	-	Urvy
	Hiralco	Fire	64/32	22	21	22	21	25	-	Agni
	Skalco	Air	400/80	31	31	31	31	39	-	-



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
Raddico	Water	398/86	29	30	33	34	40	(Claw) + Accuracy	Vahli
Frey	Fire	67/38	22	23	29	23	18	-	Agni
Ojiae	Water	66/38	21	24	28	25	18	-	Ulvi
Sowl	Air	355/88	29	33	39	33	28	(Tail) + Accuracy	Malti
Sgaj	Earth	372/91	30	37	41	37	25	-	-
Frey	Fire	360/88	31	32	41	33	26	(Claw) + Accuracy	Agni
Terbeker	Earth	332/95	27	24	40	36	39	-	-
Skbeker	Air	331/93	26	23	41	38	36	-	-
Radbeker	Water	330/100	25	21	43	40	37	(Tail) Sleep	-
Patbeker	Fire	336/92	27	21	43	36	37	-	-
Maskhira	Air	62/40	19	16	29	26	26	(Fang) Sleep Ad Slaahm	



Monster Cookbook and Compendium

Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
 Radmole	Water	120/34	29	29	19	20	24	(Fang) Flesh to Stone	-
 Patamole	Fire	472/65	43	39	26	23	33	-	-
 Skumole	Air	480/64	42	40	24	22	34	(Horn) Flesh to Stone	-
 Termole	Earth	480/64	41	41	24	24	32	(Fang) Flesh to Stone	Selahm Venon
 Radoimel	Earth	124/32	31	30	18	18	25	(Fang) Flesh to Stone	-
 Rugdogle	Earth	105/40	28	23	27	23	24	(Tail) Earth Attack	Ulvis
 Dogle	Fire	312/44	40	39	18	29	19	-	-
 Tergrip	Earth	120/34	30	33	19	18	17	(Horn) Earth Attack	-
 Skagrip	Air	464/67	40	43	26	22	24	(Tail) Wind Attack	-
 Patagrip	Fire	457/68	41	42	27	20	24*	(Claw) Fire Attack	-
 Doggrip	Water	515/75	39	42	29	25	25	(Fang) Water Attack	-



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
Amasag	Water	161/75	18	18	40	21	40	(Claw) Absorb Mana	Vahlia
Hirasag	Fire	161/73	19	19	39	20	40	-	-
Hikisag	Fire	308/97	24	21	47	21	46	(Tail) Absorb Mana	Agnia
Morisag	Earth	300/99	22	22	45	23	46	(Fang) Absorb Mana	Ulvia
Tagosag	Air	300/99	23	21	45	21	48	-	-
Shulia	Air	115/64	17	15	36	32	32	-	-
Asha	Fire	115/64	17	15	36	33	30	-	-
Shee	Earth	288/102	21	20	44	43	36	(Tail) + Accuracy	Ulvia
Fal	Water	272/105	19	17	46	43	38	(Horn) + Accuracy	Vahlia
Pedingo	Earth	521/55	41	41	19	46	19	(Foot) All Enemies	Ad Roqua
Zulmoo	Water	326/48	36	36	19	43	17	(Foot) All Enemies	-



Monster Cookbook and Compendium

	Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
	<i>Mugoo</i>	Earth	339/44	37	37	18	41	17	-	-
	<i>Gabee</i>	Fire	508/57	43	40	21	44	19	-	-
	<i>Tuloon</i>	Air	521/55	42	39	19	45	21	(Foot) All Enemies	-
	<i>Srikarta</i>	Water	137/64	20	32	35	24	23	-	-
	<i>Swav</i>	Fire	338/98	27	38	46	29	28	(Tail) Break Legs	Agnia
	<i>Id</i>	Water	315/96	24	39	43	29	28	(Claw) Break Legs	Vahlia
	<i>Fugger</i>	Earth	315/96	24	41	43	31	26	-	-
	<i>Radtodon</i>	Water	167/47	32	28	27	29	23	-	Medina
	<i>Skatodon</i>	Air	432/73	41	34	32	32	29	(Fang) + Accuracy	-
	<i>Patodon</i>	Fire	428/73	43	34	35	32	28	-	-
	<i>Tertodon</i>	Earth	432/73	41	36	33	35	28	(Claw) + Accuracy	Ad Venon



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
Patmancy	Fire	218/50	32	22	25	27	31	(Claw) Absorb HP	-
Termancy	Earth	462/74	37	30	28	37	35	(Horn) Absorb HP	-
Radmancy	Water	441/86	36	28	27	34	36	-	-
Skwimel	Water	220/49	30	23	23	29	30	-	-
Hackeroo	Air	212/52	33	19	27	19	34	-	-
Clayble	Earth	425/74	40	26	33	26	38	(Claw) Earth Attack	Deva Ulvi
Geible	Water	412/77	37	23	34	26	39	(Tail) Water Attack	Deva Vahli
Jitamble	Fire	425/74	40	25	33	25	40	(Horn) Fire Attack	Deva Agni
Geenwee	Water	235/70	27	31	34	31	32	(Claw) Destroy Mana	Deva Vahli
Karn	Fire	235/60	31	32	33	30	30	(Tail) Fire Attack	Agnis Deva Agni
Telma	Air	415/93	30	34	39	34	39	(Horn) Destroy Mana	Deva Malti



Monster Cookbook and Compendium

Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
 Scul	Earth	361/87	29	36	38	36	34	-	-
 Noobwee	Earth	344/74	39	24	40	24	31	(Horn) Earth Attack (Fang) + Critical	Ulvis
 Elu	Earth	400/80	41	24	42	24	33	(Horn) Earth Attack + Critical	Ulvis
 Frigg	Fire	400/80	43	22	43	22	33	-	-
 Robun	Water	334/75	38	22	41	25	32	(Fang) Water Attack + Critical	Vahlis
 Turen	Earth	333/65	34	31	28	31	33	(Horn) Earth Attack	Deva Ulvi
 Uglam	Air	333/65	34	29	28	29	34	(Tail) Destroy Mana	Deva Agni
 Fintan	Air	452/76	37	32	30	31	37	(Tail) Wind Attack	Deva Maiti
 Rainster	Water	416/76	34	29	31	33	36	(Fang) Water Attack	Deva Vahli
 Skarunga	Air	332/44	39	38	18	28	20	(Horn) Wind Attack + Power	Maltis
 Drunga	Fire	536/59	45	46	21	33	22	(Tail) Fire Attack + Power	Agnis



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
Terunga	Earth	512/57	45	46	20	34	19	(Fang) Earth Attack + Power	Ulvis
Radunga	Water	519/63	44	43	23	34	21	(Claw) Water Attack + Power	Vahlis
Carmine	Fire	486/62	45	36	25	36	31	(Tail) Fire Attack + Critical	-
Radmine	Water	496/60	43	38	22	38	31	(Tail) Water Attack + Critical	-
Teramine	Earth	496/60	43	39	23	40	29	(Claw) Earth Attack + Critical	-
Skwmaine	Air	519/63	43	36	23	36	34	(Fang) Wind + Critical	-
Jirahl	Water	440/53	43	23	20	39	40	(Horn) Wind Attack + Power	Maltis
Spiral	Fire	430/55	44	22	22	38	40	(Tail) Rend Wings	-
Kamra	Wind	536/59	46	24	21	42	42	(Claw) Rend Wings	Selahm
Arvalzak	Air	512/57	44	23	21	39	43	-	-
Fedelco	Earth	512/57	44	26	20	43	40	(Fang) Rend Wings	-



	Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
	Tragaron	Earth	221/84	21	25	39	38	28	(Tail) + Accuracy	Ulvia
	Patgaron	Fire	312/97	24	25	45	38	33	-	-
	Doggaron	Water	288/102	21	25	45	41	33	(Horn) + Accuracy	Vahlia
	Skagaron	Air	318/102	23	27	44	40	34	-	-
	Berbansa	Air	221/84	20	24	39	36	30	(Claw) Destroy Mana	Deva Vahli
	Dogpara	Water	422/56	39	18	21	22	44	(Horn) Water Attack + Power	-
	Patapara	Fire	497/60	44	19	23	20	47	-	-
	Terpara	Earth	508/57	43	21	21	21	46	(Horn) Earth Attack + Critical	-
	Skapara	Air	508/57	43	19	20	19	48	-	-
	Yates	Fire	400/80	32	33	32	33	33	(Horn) Fire Attack	Ad Mumuls
	Aiona	Earth	400/80	33	34	33	34	31	(Claw) Earth Attack	Ad Roqua
	Ohzay	Water	402/86	31	31	35	35	34	-	-



Name	Element	HP/ Mana	Attack	Defense	Magic Attack	Magic Defense	Speed	Specials	Magic
Nevan	Air	419/83	33	31	33	31	35	-	-
Patamorj	Fire	480/64	41	37	24	38	29	(Tail) Fire Attack + Power	-
Radmorj	Wind	486/69	40	36	26	41	30	(Claw) Water Attack + Power	-
Skwmorj	Air	502/66	42	37	25	37	31	(Horn) Wind Attack + Power	-
Patakuga	Fire	111/37	29	23	23	23	24	-	-
Skwooga	Air	432/73	37	31	29	31	34	(Horn) Critical	-
Radkooga	Water	432/73	36	33	29	33	33	-	-
Terakuga	Earth	432/73	36	33	29	32	33	-	-
Greydon	Earth	419/83	32	34	32	33	30	-	-
Bauback	Fire	419/83	34	29	33	30	32	(Horn) Fire Attack+ Power, (Fang) Fire Attack+Accuracy (Claw) Fire Attack+Critical (Tail) Fire Attack (Foot) All Enemies	Agni Agnis Agnia Deva Agni
Rashab	Fire	148/35	31	29	19	29	22	-	Agni





Bosses

Even with all those Minions wandering the forest paths, you'll find that they aren't the only denizens you'll have to deal with. You'll also be facing plenty of bosses during the main adventure section of the game. Below is a comprehensive list of who they are, where you'll find them and how to defeat them.

Boss Name	Recommended Level	Location	Attributes	
	Masked Boy	1	Beetle Forest	Low attack and defense power
	Poacher (1)	5	Dragonfly Forest	Low attack and defense, weak to all elements
	Goat	5	Dragonfly Forest	Minion of Poacher, weak vs. Fire and Earth
	Kikinak	8	Dragonfly Forest	High speed, weak vs. Fire
	Poacher (2)	9	Spider Forest	Low attack, but quick; weak vs. all elements
	Lagdat	9	Spider Forest	Minion of Poacher; extremely weak vs. Fire




Recommended

Boss Name	Level	Location	Attributes
Poacher (3)	10	Moth Forest	Increased attack power; weak against all elements
Gigoat	10	Moth Forest	Quick, but weak vs. Air
Fire Boss	15	Beetle Forest (Netherworld)	High attack power; weak vs. Water
Turtail	15	Beetle Forest (Netherworld)	High magic and attack power; weak vs. Water
Wind Boss	18	Dragonfly Forest (Netherworld)	Strong, but slow, weak vs. Fire
Seterian	18	Dragonfly Forest (Netherworld)	Uses range of status attacks, very strong; weak vs. Fire
Earth Boss	20	Spider Forest (Netherworld)	Physical attacks, medium strength, weak vs. Air
Delfanel	21	Spider Forest (Netherworld)	Extremely powerful physical attacks, slow, weak vs. Air





Minion Magic

There are different types of magic that your Minion can wield during battle. Knowing these spells is important to figuring out how to best combine monsters. If you want to make your Minion more resistant to certain types of spells, you'll need to capture the right type of monster in order to merge with it.

The potency of your Minion's magic depends entirely on its Magic Attack power. If its Magic Attack power is low, you may need to rely more heavily on using Special Attacks instead of Magic. Read on to find out the different types of magic available in Jade Cocoon.

Spells

Spell Name

Agni
Agnis
Agnia
Deva Agni

Malti
Maltis
Maltia
Deva Malti

Vahli
Vahlis
Vahlia
Deva Vahlia

Ulvi
Ulvis
Ulvia
Deva Ulvi

Medina
Ad Venon
Selahim Venon
Sel Selahm
Selahim
Ad Slahm
Ad Mumuls
Ad Roqua

Description

Fire Attack (one enemy). Extra damage against Air. Higher fire element ratio yields more damage.

Fire Attack (all enemies). Extra damage against Air. Higher fire element ratio yields more damage.

Advanced fire attack. Extra damage against Air. Higher fire element ratio yields more damage.

Enhance Fire. Increases Fire attack power and decreases effectiveness of Wind for duration of battle.

Wind Attack (one enemy). Extra damage against Earth. Higher wind element ratio yields more damage.

Wind Attack (all enemies). Extra damage against Earth. Higher wind element ratio yields more damage.

Advanced Wind Attack. Extra damage against Earth. Higher wind element ratio yields more damage.

Enhance Wind. Increases Wind attack power and decreases effectiveness of Earth for duration of battle.

Water Attack (one enemy). Extra damage against Fire. Higher water element ratio yields more damage.

Water Attack (all enemies). Extra damage against Fire. Higher water element ration yields more damage.

Advanced Water Attack. Extra Damage against Fire-based enemies. Higher water element ration yields more damage.

Enhance Water. Increases Water attack power and decreases effectiveness of Fire for duration of battle.

Earth Attack (one enemy). Extra damage against Water. Higher Earth element ratio yields more damage.

Earth Attack (all enemies). Extra damage against Water. Higher Earth element ration yields more damage.

Advanced Earth Attack. Extra damage against Water. Higher Earth element ration yields more damage.

Enhance Earth. Increases Earth attack power and decreases effectiveness of Water for duration of battle.

Restores some HP.

Poison.

Cure Poison.

Protection. Protects against poison, sleep, and Flesh to Stone. Ends once it protects caster three times.

Return to Normal. Cures Poison and turns stone back to flesh.

Puts one enemy to sleep.

Death. Causes an enemy to fall dead immediately.

Flesh to Stone. Turns an enemy to stone.

Special Attacks

Special attacks are Physical attacks that your Minion can perform during a battle against the enemy. There are different types of Specials that are categorized by which body part your Minion can attack with. For instance, if you Minion has a horn, it may be able to perform a Special attack with it if one is available.

The damage dealt by using a Special attack relies on how much Attack Power your Minion has. If you Minion tends to have more Magic Attack power, then its physical strength may not be as strong. In these cases, you may want to rely more on Magic attacks instead of Special attacks. Read the list below to find out what types of Special attacks are available within the game.



Special Attacks

Attack Name

Description

Earth Attack

Attack with Earth. Extra damage vs. Water.

Wind Attack

Attack with Wind. Extra damage vs. Earth.

Fire Attack

Attack with Fire. Extra damage vs. Air.

Water Attack

Attack with Water. Extra damage vs. Fire.

Absorb Mana

Takes some of the Mana from enemy to restore Mana of the attacker.

Absorb HP

Takes some of the damage inflicted on an enemy to restore the attacker's HP.

Destroy Mana

Takes some of the Mana from an enemy.

Rend Wings

Special Attack (Break Wings). Makes it easier to kill winged enemies and slightly more difficult for them to score a hit.

Break Legs

Special Attack. Makes it easier to kill two-legged animals and slightly more difficult for them to score a hit.

All Enemies

Special Attack (all enemies). Attacks all enemies at once. Brings enemies to the brink of death.

Sleep

Puts enemy to sleep and inflicts physical damage.

Poison

Poisons an enemy and inflicts physical damage.

Flesh to Stone

Turns enemy to stone and inflicts physical damage.

+ Power

Increases chance of more damage during an attack.

+ Accuracy

Increases the chance of hitting enemy during an attack.

+ Critical

Increases the chance of performing a critical hit during attack.

Whether you attack with Horn, Tail, Claw, Fang or Feet varies from monster to monster, depending on its body type. But the variables will not change the strength or success rate of a Special attack.

The Minion Cookbook: Building the Perfect Monster

This section is devoted to helping you create the Minion that's perfect for what you want to do in *Jade Cocoon*. Each of the different Minions in the game have their own special abilities, attacks and statistics which can then be combined with another in order to achieve new results.

For instance, if you want to create a Minion that can easily withstand any status attacks, you'll need the right types of monsters to combine. Or, if you'd like to create a monster that has superior Magic attack and Defense powers, then you need to avoid combining those that rely more heavily on physical strength. Read on to learn more about which monsters you can combine in order to find the Minion that best suits the goals you'd like to achieve.

A Well-Balanced Beast

The best monster type to use in order to create a well-rounded Minion belongs to the Wasp family. Choose what type of element you'd like to use selecting from Skawasp, Patawasp, Radwasp, or Terwasp to begin your experiment.



Skawasp



Patawasp



Radwasp

By mixing a wasp and another insect-based Minion, you can create a hybrid Minion with similar Minions. Here is one of the best results:

Skawasp	+	Dogichu	+	Terwasp





Strength Training

In order to create a Minion that can deal out a super powerful blow or devastating Special Attacks, you'll need to pay close attention to the numbers following Attack and Defense on your Minion's stat screen. The higher the number is, the more powerful its attacks will be.

Some monsters are naturally stronger than others, so here's a sample combination that you can try out and modify to build your own powerful creation.



Magic Power

If you want to rely mainly on magical attacks in order to fell your enemies, you'll need to combine Minions that have high Magic attack and Defense attributes. Here's a suggested combination that you can modify to suit your needs.



Speed is the Key

By increasing the Speed of your Minion, you have a chance at beating the enemy to the punch every time. The quicker your beast, the more chances you'll have at receiving multiple turns in a round against a slower enemy. A suggested combination follows.



Status-Free!

By using certain monsters in a combination, you can successfully build a Minion that can dole out Status attacks, while remaining resistant to the Status attacks used on it. Follow the recipe below to create a highly status-resistant creature of your very own.



Multiple Enemies

Some of the Minions you come across in the forest and the Eternal Corridor have the ability to strike multiple enemies either with Magic or with Physical attacks. In order to create a monster that can take on parties of Minions efficiently, check the combination below to make one of your own.



Create your Own Bosses!

In the Eternal Corridor, you'll come across different bosses guarding the gate leading to the next corridor. If you beat a boss, you'll have a chance to receive its Minion Skin as a reward! With the Minion Skin in your inventory, you can create monsters back at Ra's Purity Chamber that closely resemble the bosses you fight.

The following list gives you a good idea of which monsters to use and with which Minion Skin in order to create your own Eternal Corridor boss creature.

Boss Combos

Boss

Palooja

Ticker

Jeechwo

Kolna

Sicanjal

Timaios

Yolga

Klarrgas

Minion to Use + Minion Skin

Skarungga, Drunga, Terunga, Radunga

Patakuga, Skwooga, Radkooga, Terakuga

Amasag, Morisag, Hikisag, Hirisag, Tagosag

Skgore, Patagore, Tergore, Radgore

Ladbaran, Patbaran, Skbaran, Terbaran

Hackaroon, Jitamble, Clayble, Geible

Ohma, Riggoo, Galia

Srikarta, Fugger, Sway, Id





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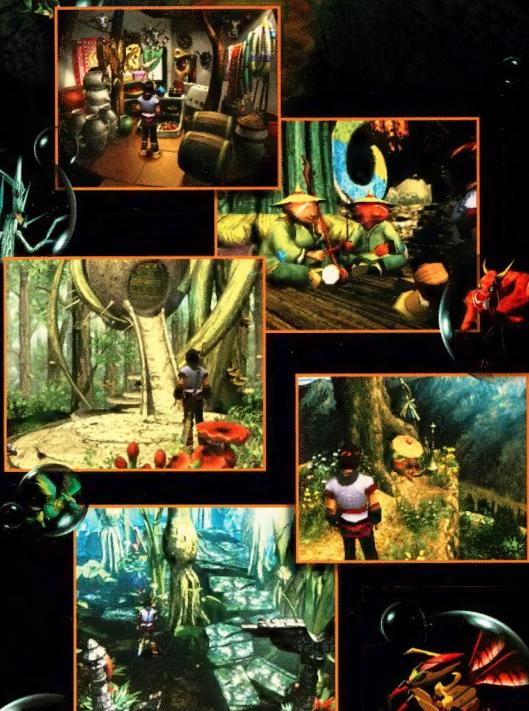
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